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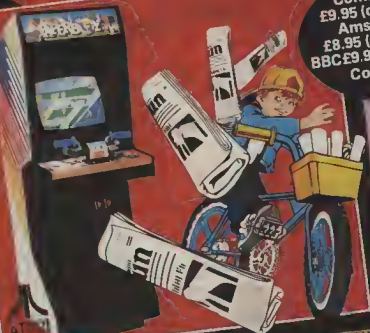
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**THAN CHOCOLATE EGGS.
ARCADE MASTERPIECE FROM**

elite

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NEWS & REVIEWS

14 REVIEWS THIS ISSUE:

Game of the Month: Cauldron II. C+VG HITS Quaxatron, Heavy on the Magic, Karate Combat, Attack of the Killer Tomatoes, Green Seret, Golf, Alien Highway. Plus more!

72 ADVENTURE

Keith Campbell brings you all the news and reviews that are in to print. Plus the one and only C+VG Adventure Helpline (tm)! This issue, C+VG's review team looks at **Ultima IV, The Case of the Mandarin Murder, Pilgrim and Return to Ithaca**. Plus the start of the search for C+VG's Adventurer of the Year.

B NEWS

Mikro-Gen look set to cause a stir with **Equinox** and **Stainless Steel**. Wild Bill Steele, bass of **Microprose**, always causes a stir wherever he goes — and so do his games. We look at some new releases from the flight ace. Plus a sneak look at CRL's new **Cyborg!**



THE BAT MAP/106



CAULDRON II 14

INSIDE STORY

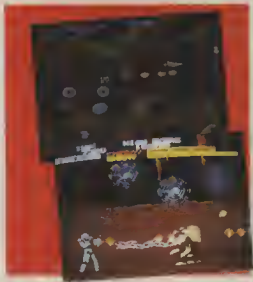
• Excuse me. But are you going to buy this copy of C+VG, or what? Because if you aren't there's a whole bunch of people waiting to grab it out of your ungrateful paws.

Why? Well, for starters they want to read our special **Arcade Supplement**. It's packed full of news about the latest games to grace your local coin-op, plus details on the games that will be coming to the screens of your home machines.

Then there's our exclusive customised computer competition YOU could be the fortunate owner of a Spectrum Plus custom painted to your own design by artist **Steinar Lund**.

And that's not all. **John Ritman**, the incredibly talented programmer who brought you the smash-hit **Batman** game tells you some of his Bat secrets along with our exclusive **Dimension Graphics** map of the Amstrad version of the Bat-game. You can go completely Frito Crazy with **Simon Inglis** as he brings you a league table of the best soccer simulations around, just in time for the World Cup.

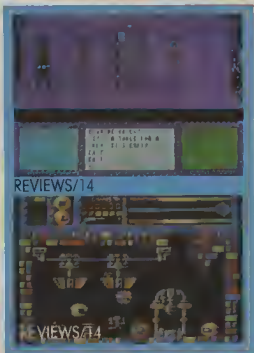
Last, but by no means least, there's our cover feature competition. Win the amazing **Couldron II Golden Pumpkin Trophy** to find out how you'll just have to buy the magazine, OK? Plus all the usual features, news, reviews and the best adventure section in the known universe from the Master Adventurer himself, Keith Campbell. Now, either caught-up or cop-out. We just want to get on with the rest of the magazine!



ARCADE SPECIAL/49



AMIGA SOFTWARE/95



REVIEWS/14



ROB HUBBARD/72



THE BUGS/101



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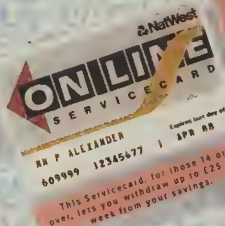
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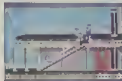
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NEWS

■ **Murder on the Mississippi** is in the pipeline from **Activision**. It's a "rather different kind of adventure," according to Andrew Wright. The man behind the project is Adam Bellin, who was part of the team who produced the controversial **Ghostbusters**.

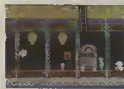
In the game — which is disk only — you take the role of Sir



Charles Foxworth. While on an exploratory trip up the Mississippi, with his trusty manservant Regis, Charley stumbles across a dead body. He must discover whose corpse it is and, eventually, who did the dirty deed! The graphics are presented side-on, with you and the ever-present Regis moving around the screen. Everything is controlled with the joystick. Even talking to the passengers and examining evidence is controlled with left, right, up, down and fire.

■ The youth of the world is under threat. Their brains are being sucked dry. Who is responsible for this dastardly act? Is it Crash or Zap 64? What about Sinclair User? No, it's pop records.

Someone has been corrupting the vinyl with subliminal mind-destroying messages. It's none other than **Dr Blitzen**, who first tried to dominate the



world in **Dynomite Dan**.

Well he's now back in Minorsoli's **Dr Blitzen and the Islands of Arcanum**, still intent on imposing his will on the world.

But Dan's back as well, to try and put an end to these devilish doings as he battles through screens of lava-filled labyrinths, shark-infested lagoons, snake pits and voodoo temples.

Dr Blitzen will be released on the Spectrum, £7.95, and on the Commodore 64 and Amstrad, priced £8.95.

■ **Who Does Wins II**, the **Commando** clone from **Alligato**, is now available on the Spectrum at £7.95. It's last none of the action packed thrills of the 64 and Amstrad versions and some gamers still rate it as better than **Elite's** **Commando** as a conversion of the arcade classic.



■ Who is the **BEST Elite** player in the country? **Colin McLinton** from Belfast, that's who. Colin, pictured holding the champagne, beat off a challenge from eleven other Elite aces.

The finalists came from top scorers who had entered **Firebird's** monthly Elite competitions. And ALL eleven had reached Elite status! A formidable collection! In the four hour competition Colin registered 539 kills — a full 15 ahead of his nearest rival. Now Colin goes on to compete in the **Elite World Championships**



which take place in January.

The picture shows (l-r) Ian Bell, Colin, David Braben and Firebird bass Herbert Wright.

■ The year is 2001AD. The Planetary Law Federation has officially endorsed you as a Bounty Hunter. With your android helper, **Monitrix**, you set out for the planet **Zybor**, where an advanced race of humanoids are programmed to protect four planetary criminals.

Many Bounty Hunters have tried and many have failed to reap the rewards held in **Zybor**, and each has received the same fate — death. You activate your **AutoDock** system and the combat craft slowly lands on the planet surface with a graceful elegance.

Suddenly, you receive a message from the **Galaxy Police** in your communications console.

**TERMINATION WARRANT
TERM LICENCE I
ALIAS: XTRO II
CRIME: SLAVE TRADER
CREDITS: 100,000**

Never before had you turned down the chance to gain

100,000 credits and it would be a good opportunity to use the **Monitrix** that you had bought in the **Da-Monic Sector**.

Equipped with a sophisticated pulse laser and a **Mk I** outscan camera, the **Monitrix** can be controlled from your own combat craft.

You must find and terminate the four criminals before their humanoids kill your **Monitrix**. However, the **Monitrix** must also find eight power cubes which are necessary to reverse the direction of the conveyor belts and essential as fuel for your homeward flight.

Pulsators are a vital life source to the criminals and may only be destroyed if you possess the correct equipment. **Zybor** holds many riches such as diamonds, money, machinery, firearms and spare parts for your **Monitrix**.

Monitrix is released by Probe Software on the Spectrum 48k/128k, price £6.95.



■ Remember Mike Oldfield's **Tubular Bells**, the massively successful instrumental LP which helped found **Richard Branson's Virgin** records empire? Well, now you can get a C64 generated version of Oldfield's music complete with pretty graphics thanks to the innovative folk of **Nu-Wave Software**. **Tubular Bells** is apparently a bit like **Minter's Psychodelia** in that it's a light show — but this time it's got built-in music. You can either sit back and watch the pretty graphics as gel stuck in and do your own thing. No release date or price yet — but watch this space.



■ **Mikro-Gen** take a mighty leap away from Wally with a couple of neat new releases — heading your way very soon. The first is a must for Amstrad owners. It's called **Equinox** and is a mixture of **Sarcery/Starquake/Strangeloop** and it looks truly wonderful!

Programmed by **Raffaele Cecca** and **Chris Hinsley**, **Equinox** is set on a large asteroid awaiting human mining staff to dig holes in it. It has been polluted by radio active storage canisters which must be rendered harmless before the human staff arrive.

The asteroid has been hollowed out into a huge mining complex sectioned into eight levels. Inter-level travel can only be achieved using trans-level teleporters.

Each level is comprised of 16 rooms, connected by doors, teleporter terminals, conveyor belts etc.

It's your job as a dedicated-disposal-droid to remove the canisters before they become critical and explode. Each level has a single canister which must be thrown into a disposal chute that leads directly to the lead-lined containment room.

The game has extremely colourful graphics and promises to be equally addictive.

Also coming soon from Mikro Gen is an exciting Spectrum scrolling shoot 'em up called **Stainless Steel** starring

Ricky Steel, the teenage superhero, and his flying car **Nightwind** in its struggle to defend the remaining earth inhabitants, against the onslaught of android troops controlled by the infamous **Doctor Dimension**. His twin booster, hyper alloy combat chassis, class A101 car, **Nightwind**, is Ricky's only hope of stopping **Dimension** from achieving his ultimate goal — conquering earth.

The game boasts the fastest and smoothest two directional replacement inertia scrolling yet seen on the Spectrum. While flying **Nightwind** he has the capability to spin and fire double barreled antimatter plasma bolts through 16 different directions. To destroy key targets, magnetic uranium thunderbombs have to be used to insure total annihilation.



■ Here's what you can do with a **Commodore Amiga** and the C+VG tag. If you are a would be **Salvatore Dali**, C+VG writer and part time artist called **David Bishop**. What we are trying to tell you is this. In the August issue of C+VG you'll find a special 68000 supplement which will tell you all about the latest developments in the world of supercomputers like the Mac, the Apple the Atari ST and the Amiga which was launched in the UK at the **Commodore Show** on May 9-11th.



■ **CRL's** arcade adventure based on **Richard O'Brien's Rocky Horror Show** will soon be available for the Commodore 128. The version promises to be the most exciting to date, utilises the extra memory available, offering high definition graphics, brand new

sprites, new animation, even more locations, an enhanced version of the music and new game play features. Available from the middle of May, **The Rocky Horror Show** will cost £8.95.



■ **Doomdark's Revenge**, the sequel to **Mike Singleton's** award winning **Lords of Midnight**. Mike has enhanced his unique landscaping techniques that were first seen in **Lords of Midnight**, so that **Doomdark's Revenge** consists of an astonishing 6,144 locations and 48,000 views.

Doomdark's Revenge is an adventure/war game set in a fantasy medieval world. All moves can be made by pressing one key.

You play the part of **Luxor**, the Mooncane of **Midnight** in his battles with **Shorath** the Heartstealer and **Doomdark**. To successfully complete your adventure you must manipulate whole armies and explore the vast land of **Midnight**.

■ **Shadowfire**, produced by leading development house **Dentan Designs** for Beyond



Now the original scan controlled strategy is available for the Amstrad.

You control the **Enigma** team, **Zark Mantor**, the team leader, **Sylik**, **Sevina Maris** and **Tarik**.

Shadowfire picked up a commendation at C+VG's recent Golden Joystick Awards ceremony. **Shadowfire** will cost at £9.95.

■ Watch out — here comes **Spike!** **Spike** is a nasty little punk-person, one of a team of



genetically engineered bangs created simply to fight and destroy. And he's the star of the latest game from 15-year-old **Paul Hargreaves** who also brought you the graphically exciting shoot 'em up, called **Glass**, last year.

It looks very pretty, although the



theme of the game is a bit laboured these days. Nonetheless, **Tantalus** looks very playable. Watch for the review.

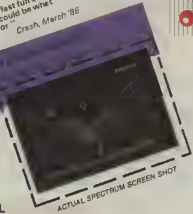
TWISTER



"Twister has all the vital ingredients — excellent graphics, good game play, varied tactics and an addictive theme."
Sinclair User, C. Bourne, March '86, 5 star rating

"If you're after a fast fun arcade game, then this could be what you're looking for."
Crash, March '86

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KARATE

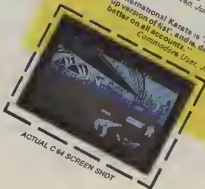
System 3 have by far and away the best Karate / Kung Fu game, on the 64". Absolutely brilliant."
Commodore Computing International, June '86

"More challenging to play than any other fighting game."
2nd, June '86, Sizzler

"International Karate is 'A polished up version of fist' and a darn easyit better on all accounts."
Commodore User, June '86



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NEWS

■ So, the worthy judges of the **British Micro Awards**, co-sponsored by the equally worthy **Sunday Times** newspaper, made Jet Set Willy II 1986 Game of the Year. Where have these people been hiding their heads? This game is so old it has cobwebs on the cassette box — and you could hardly describe it as a state of the art game now, could you?

No doubt there're a lot of software houses and programmers out there who were pretty disgusted with the result — before they started sniggering behind their hands. Perhaps the judges should either take a proper look at the computer games scene before next year's awards are decided or stick to giving awards to big business machines and spread sheet software which they obviously know more about.

■ Great news for Commodore 64/128 users!! **Compunet**, the network for 64/128 users is developing a new multi-user game following the success of their previous game **M.U.D.** (Multi-User Dungeon).

The new game is entitled **Federation II** and will be about galactic trading and travelling and will have an impressive 6,000 plus locations, in contrast to M.U.D., which has only 400 in its basic form. One of the authors, Mr Alan Lenlon, said, "Just as M.U.D. arose from Dungeons and Dragons, **Federation II** is a development of the role playing game Traveller. It will be very different from M.U.D. in concept."

Some 700 locations of the new game will be on display at the Commodore Show in May, and they will be on a 'walk through' basis.

The bad news is that we can't play it until early '87.

Watch this space for more news on **Federation II**

"Wild" Bill Sealay, boss of MicroProse, the American specialists in computer simulations programs, is about the last person to have an image problem. He's about as laidback as an Excel missile

locked onto a sitting target. You can't help noticing this 38 year old ex-fighter pilot. He buzzes energy.

And yet "Wild" Bill says he has an image problem in the United Kingdom. The game buying public doesn't really know who he is, or what MicroProse is about. But he's determined to change all that.

Since MicroProse was launched more than three and-a-half years ago it has launched a string of hit games — including **Kennedy Approach**, **F-15 Strike**



Eagle, Crusade in Europe, Decision in the Desert and Solo Flight.

Meanwhile, new simulations heading our way out of MicroProse's base in Hunt Valley, Maryland, are a Silent Service, a simulation set in the dark depths of the Pacific Ocean inside an American **World War Two** submarine, and **Gunship**, a helicopter simulation.



BY TONY TAKOUSHI

■ I was running late and THEY were waiting for me. I pulled up to a sharp stop in front of the car crash hangar, my tires screeching into the tarmac. Heads turned, some admired my new Saab Turbo car, others looked impatient. I was almost 40 minutes late for the show. I donned my flying clothes, leapt into the jet cockpit and punched the necessary manoeuvres into the new computer.

As I looped the loop my head began to swim and the sun on my face pulled tight. I was pulling close on two G's but to the audience below it was just thirty- or minute stuff. If only THEY knew.

This month's hot game is **Acrojet** a flight-sim from Microprose the US simulator experts. It will soon be available in the UK through US Gold on the Commodore 64 at a retail price of around £10. If you are a fan of **Solo Flight**, which is another product from Microprose, then you will simply drool over this hot little number. **Acrojet** is a very



playable flight simulator and yet has a complexity requiring solid concentration.

The player is faced with numerous play options of game start. Four players can compete with a choice of ten events.

The events are Pylon Race, Slalom Race, Ribbon Cut, Inverted Ribbon Cut, Under Ribbon Roll, Loop Under Ribbon, Under Ribbon Race, Spot Landing, Ribbon Eight and Simulated Firebomb.

You can pick and choose the events you wish to play of game start from four options: Single Event, Pankathon, Decathlon and Unlimited.

After the events have been chosen you are presented with Flight Clearance. This states your name — entered before your events — rank and the chosen event. You can also change the difficulty levels for the weather and your jet.

The weather has four options, slight wind, breeze, low-wind and his-wind. Your jet has easy (very slow) moderate (slow) fast and real time optional play speeds.

I choose real time to play and this is FAST. I really felt I was in control but — well there had to be a catch! — it is very sensitive and you have got to be accurate on the stick twiddling to stay in control.

The play screen offers you four gauges, the most important being the altimeter, air-speed and artificial horizon. You also get engine power (0 to 100+), engine temperature and remaining fuel units.

The event can be started either on the ground or in the air and your position is shown in a little map of the course in the bottom right corner.

Each event has a set sequence of moves you must complete followed by a landing back at the airstrip. The course is mapped out for you by a trail of dots around the map and you must fly — and I mean fly! — as close to the trail as possible whilst maintaining the correct height, speed, engine temperature and pitch.

Frequent reference to the compass is crucial if you are to

stay on course and you must build up a feel for the manoeuvring speed of the jet if you are to make the turns on the course.

The actual flying speed can be changed by using the keys 0 to nine to change thrust and a speed brake operates from the space bar. I really found it exhilarating as I zoomed around my little playground. The jet swoops, dives and can perform the most amazing stunts when you have learnt that timing factor.

My favourite events were the Ribbon Cut, Spot Landing and the Loop under the Ribbon.

The ten events all require a good mix of skill, timing and concentration, but they are beautifully interactive, you feel you are in control and yet are doing some very complex moves.

Doing a roll-out as you go through obstacles on the course is a real thriller, it is full of raw sensations (a bit like playing **MACH 3**, the arcade jet loser game for the first time — which JUST happens to be the latest addition to my home arcade!!) (Show off, ed.).

The game ends when you finish the course or crash — I did a lot of this in the early games! A short then appears with your time on the course as against the best time and a list of the difficulty factors you took on (weather and all) with a score based on them off.

If you have a hot score it is entered in the Hall of Fame alongside the event. If you were competing in more than one event then a league table is shown of each event completed so far with the appropriate score.

Bearing in mind that I don't normally enjoy playing simulations or adventures, this was a real treat. It was almost instantly playable but yet had me coming back to master the intricacies and teaches the programmers had hidden in the game play.

If you fancy a quality change from alien zapping then go for this one, I promise you will NOT be disappointed!

NEWS

■ With a mighty shout of "Kwah!" **Kevin Oliver** becomes superhero **Redhawk** and embarks on the light against evil in Melbourne House's new "comic strip" computer adventure.

The game is presented as a continuous comic strip which unfolds as the adventure is played.

The basic aim is to find out who planted a bomb at a power station which, if it explodes, is



capable of blowing up half the city. Kevin/Redhawk must investigate the game's characters, interact with them to find the guilty person.

Redhawk will be released on the Spectrum 48K/128K, Commodore 64/128 and Amstrad, priced £8.95.



■ Here's a glimpse of **CRL's Cyborg** — learning the first black computer game hero, it's set inside a mysterious complex somewhere in space and the hero has to achieve a mysterious goal. The programmers are being all mysterious about it. The picture shows a corridor in the complex.

■ Now here's a funny thing. It was originally printed in a recent edition of **Guardian** newspaper. Read on and wonder.

"An adviser was called to a school where they were having trouble with their new disc drive. He arrived to find a C15 tape cassette tape wedged firmly in the slot.

Then a headmaster reported his school had "broken their Basic." They had got a syntax error message.

Best of all was the school where staff took exception to the QWERTY arrangement and rearranged the keys to read ABCD etc. To their condemnation the character on the key which had been hit did not then correspond to what appeared on the screen.

The adviser was greeted, on his arrival, by an eight-year-old boy saying: "Thank goodness you've come. They don't know what they're doing here. I told them they had to change the switches underneath as well but they wouldn't take any notice at me."

Have any of you had funny experiences like this? If you have, let us know. The weirdest gets a Big Red 5 shirt!

■ Watch out for **Ram Jam's** latest adventure said to be released on the **Amstrad** label for the Spectrum. Called **The Terrors of Trantoss** the game is set in the region of Hagsphal. A shadow of great dread has fallen upon a small village. Although the terrified villagers lock themselves securely into their houses every night, come daybreak, they often find that one or two of their number have vanished.



The wise men of the village fear that servants of Trantoss have at last succeeded in collecting together the pieces of the maze and raising their master once more. They want a brave man to journey into the mountains.

Unsurprisingly, no one was willing to go, until one morning two young brothers woke to find the rest of their family taken from them.

Your task is to guide them along their route, tell them what to do and where to go.

■ Good news for Amstrad money-makers! Leisure Genius have just released their version of computerised **Manopoly**. You'll never have to worry about losing the tiny metal boat from the set again! The game costs £9.95 on tape, and £14.95 on disc, not particularly cheap, but you can recoup your losses in no time!

Coming soon from the Leisurely types are **Cluedo**, **Scrabble** and **Manopoly** for the MSX.

■ Prepare yourself for a flood of game of the limittles! Here are just a few coming your way from the combined might of **Activision** and **Electric Dreams**. **Allen II**, **Ghostbusters II**, **Big Trouble in Little Shining** and **Howard the Duck**.

Plus a top secret movie tie-in which is coming from the **Lucasfilm** stable and promises to be a massive hit at Christmas! **Allen II** is, as you'd suspect, the sequel to that sci-fi score lim Allen and once again

Sigourney Weaver stars **Big Trouble in Little**



Shining is being directed by **John Carpenter** of **Halloween** and **The Thing** fame and is set in San Francisco. Frisco is noted for it's big Chinese population and the movie and the game have an Oriental theme. It concerns a Chinese goodfellow who has this unerring habit of turning into a big floating eye and kidnapping blondes!

Howard the Duck is based on the Marvel comic character who has become a cult hero. Howard has been warped from Duckworld into a world he never made — Earth. And the story follows his efforts to come to grips with the human race. The movie is being directed by — you guessed it — **Stephen Spielberg** with music by **Thomas Dolby**.

■ **Glisoft** have just released their adventure writing utility **The Quill** on the BBC and Electron. By clever use of menus, and filing techniques, you can create your own adventure. Despite the delay in releasing the products, there are very few obvious enhancements to the basic programs.

■ You've played the game — now read the comic. **U.S. Gold's** latest **Psi-5 Trading Company** has been turned into a comic strip which will appear in **Eagle** and **Tiger** comics. **Psi-5** features in a strip called **The Computer Warrior** which has as its hero an ace gamer called **Bobby Patterson**. Bobby's best friend **Martin French** has

been trapped inside his computer's "real life" facility. It's this feature of the Spectrum 128 Sinclair haven't told us about! To rescue **Martin**, **Bobby** had undertaken a perilous quest to become a computer warrior and part of this involves playing a real life part in the world of **Psi-5**.

The blurb which introduces the comic says this is **Bobby's** eighth test. Anyone out there knows about the other seven? We'd be interested to hear from **Eagle** and **Tiger** readers about these strips.

■ In last month's C+VG we reviewed **Analosoft's Starship Andromeda** game for the Commodore 64/128. From previews we had seen, the game looked very impressive. But when it came down to playing it, our reviewer didn't get very far. And no wonder. **Analosoft** had not supplied a few vital bits of information on the game. Armed with this help, the game becomes very playable and good fun but, unfortunately, it was too late to update our review.

We are assured these extra instructions will be available to the public. **Starship Andromeda** costs £12.95 on disk.

■ All of you who are lucky enough to be able to look at cable television should check out a new series of **Tech Talk** on The Children's Channel. The six minute programmes cover all sorts of computer-related topics — including games.

The new series is being presented by **Gian Sommarco** who played **Adrian Mole** in the hit television series. And a guest on two of the programmes will be **Paul Baughan**, Deputy Editor of **Computer + Video Games**.

In the first programme of the series **Paul** will be demonstrating **Uridium**, one of the best shoot-'em-up games to be released for ages, and chatting about the revival of the C16.

In a later programme he will be demonstrating **Knight Tyne**, Mastertronic's new Magic Knight game for the 128K Spectrum.

■ **Uridium**, **Hewson's** number one Commodore smash, sold more than ANY other game so far this year in just one week after its release. This info comes from **Gallup**, the people who put the C+VG Top 30 Chart together. And guess which magazine had **Uridium** on the front cover that C+VG of course. The number one magazine picks the number one game!

• I N C E N T I V E •



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GAME OF THE MONTH

This is C+VG's highest honour. It's the greatest to the game which, in our honest opinion, is the most playable, original and exciting game released during the month. We look for all the key points listed below — but also that extra ingredient which makes the game stand head and shoulders above the best of the rest.



C+VG HIT!

This symbol is C+VG's way of telling you a game is the BUSINESS.

GRAPHICS

Is the game graphically great — or does it deserve the graphics grade? This mark puts you in the picture and lets you know if all things are a little off and beautiful.

SOUND

Is the sound loud and proud — or does it sound like you've got your head stuck in a bucket of mud?

VALUE

Should you beg, borrow or even steal the cash to get your hands on the game and be the envy of your friends? Or will it be better to wait until the game appears in the bargain bin? Find out here.

PLAYABILITY

Will you be dragged screaming from the joystick after 34 hours continuous play — or will the mere sight of the loading screen send you running to switch off the machine?

• If you're one of those people who likes percentages instead of marks out of ten, the solution to your problem is simple — just add a zero and a % sign to our marks. Easy, isn't it?

- Machine: Amstrad 8
- Supplier: Hewson
- Price: £8.95

Well, it looks like Hewsons have not let you down again. Got a number one in their hands? That's all! After all, it's the game of the month comes Quazotron from Turner, the Dragonlord. Quazotron is quite a departure from Steve's previous games — it's a more arcade oriented game, with a lot of things for a start and it's guaranteed free of wizards! If you've played Paradroid on a 64 by Steve's mate Andrew, you'll recognise the basic ideas of the game. In fact, it's a sequel to Paradroid, a sequel to the Spectrum, but not think this is just a copy — it's from a Quazotron feature, some neat 3D Marble Madness style graphics for a start. But it's also a look at the scenario.

You find yourself in the outer reaches of Quazotron, on the planet Quaz, home of the Dagthra, a droid culture

native to the planet. The mecha number of Droids, Repair Mold around the of the many execution of duties.

Unknown to the Logic Robots who control Quazotron, the city has been targeted for a subversive attack by a brilliant controlled Mecha droid.

You control KLP-2 (Kaptol) the wayward Mecha droid assigned to destroy the hostile alien droids which inhabit the land around the city of Quazatron.

KLP-2 has a prototype grapple which enables the alien robots to be stopped, disarmed, captured and repaired. It's a great idea, but it's a pity it's not covered from the alien's point of view, his tactics and endurance.

Each alien droid has a range of equipment, a pistol, laser, disruptor, of wild and

various weapons. The mecha number of Droids, Repair Mold around the of the many execution of duties. The mecha number of Droids, Repair Mold around the of the many execution of duties. The mecha number of Droids, Repair Mold around the of the many execution of duties.

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- Machine: Spectrum/Amstrad
- Supplier: Vortex
- Price: £9.95 (Spectrum) £8.95 (Amstrad) £9.95 (disc)

We're a little on the road again thanks to the Vortex crew. They've just released the sequel to their totally addictive Highway Encounter. The dustbin-like Vortons are back — as are the dreaded Aliens — on a new highway twice as deadly as the original.

The aliens were defeated at the end of Highway Encounter — that's if you were good enough to actually finish the original game! Now the Vortons are out to exact their revenge on the Aliens' home planet.

But this time you only get one Vorton instead of four!

His mission is to strike at the heart of the alien Empire which lies at the end of the Alien Highway.

The Vorton is pushing along a device deadly to the Aliens called a Taxisation which, according to the blurb, will

reveal its terrible power at the end of road. Both the British and American must be played along steadily by controlling seven four-wheeled speed generated stations which is vital — you simply won't make it to the end if you don't.

The Vorton's energy levels — displayed at the left hand side of the screen — are depleted by looking at the alien Zed and every Kamikaze from Amstrad. Even the sides of the highway are deadly this time!

Game actions is very similar to Highway Encounter, controlling



COMMODORE

USER

NEW LOOK

The June issue of *Commodore User* has had a summer facelift. Goodbye to dullsville and hello to a sharper, brighter mag with more colour and — well simply more style.



G-Force tackles Paper Boy, 'V', Starquake

We've got a players guide to *Paper Boy* next issue, plus *Cauldron II*, *Jet*, *Sublogic's* great flight sim and of course a final review of *Green Beret*. We've also got the long-awaited *Vand Starquake*.

● Programming

Get more from your Commodore by typing in one of our free programs. Plus, learn how to make your 64 do two things at the same time with the first of our two-parters on a smart technique called "interrupts".

● Let's Get Serious

Make your 64 earn its keep — we check out the latest, budget priced database, home finance package, spreadsheet, and wordprocessor. *Viza Star* users — don't miss our exclusive "Get More From" feature in June.

● C 16 Gamers

Ever heard of *Jet Set Willy* or *Manic Miner*? No? Where've you been for the last two years? These two 64 classics are now set for stardom on the 16. Will they get the G-Force vote?

All this and our unbeatable regular features: *Tommy's Tips*, *US Hotline*, *Hotshots*, and *Into the Valley*.

At £1, we're still the best around. Get down to your newsagent on the 26th May and for a golden sav it's all yours.



● FREE — Play Better II

There's more for the money. Next month we're giving away another great supplement — *Play Better II* — featuring playing tips on the hottest games around like *Zoids*, *Undium* and *Fairlight*.

EQUINOX

The background of the cover is a dark, atmospheric scene. In the foreground, there's a reddish-brown, rocky terrain. In the middle ground, a small, white, dome-like structure with a dark top is visible. The sky is dark with a large, glowing blue and purple celestial body on the right, and a smaller, bright yellowish-white sphere on the left. A thin, crescent-shaped object is also visible in the sky.

Spectrum/Amstrad £9.95

MIKRO-GEN
Unit 15 The Western Centre
Western Road
Bracknell
Berks.

●Machine

Spectrum/Amstrad/C64

●Supplier: Gargoyle Games

●Price: £9.95

Prepare yourself for one of the most original and exciting games you're ever likely to experience. Gargoyle's Heavy on the Magic is a real step forward in game play. It's an interactive adventure with big cartoon style graphics, beautiful animation and 255 locations packed with weird and wonderful monsters, including Wyverns, goblins, trolls and the enigmatic Apex the Ogre.

The adventure starts Axel the Able — who has been cast into a dark dungeon network beneath a dusty castle called Colldon's Pile by Master Theron — the cleverest wizard in all Graumwerphy. Axel should really have known better predicting his favourite pastime of wizard beating in *The Golden Thumble* of all places. Still what was done was done — and now his job was to get out!

Once the real loading screen has disappeared — it gives you sneak previews of the screens from the game — you get a screen which gives you a few general tips — shame you can't get back to this once you've entered the game — and then the option screen appears.

When the option screen is displayed, you may notice that the program has already generated values for Stamina, Skill and Luck. While you can't alter the values themselves, you can re-allocate them — select option 6 and the values will be realigned. It depends on whether you think Skill counts

for more than Stamina, or perhaps you just feel lucky!

When Saving or Restoring a game, you will be asked for a version letter — this is to ensure that the right game is restored, so keep a note of version letters.

Communicating with the program is all done through the middle window. Here you see all the commands you input.

Your Stamina, Skill and Luck are a reflection of your current abilities. If you run out of Stamina you die. Your Stamina and Skill together affect the outcome of conflicts: your Luck will influence all your actions.

Combat will reduce your Stamina a lot, most other actions will reduce it a little, but taking food or drink may well increase it. Other special objects will enhance your Skill and Luck.

As you progress through the adventure you will gain in experience. This will not only enhance your status characteristics, but, exceptionally, advance your Magical grade, which will allow you access to items and knowledge not available to the lower grades.

All combat is Magical — physical encounters with other creatures are often fatal. If you decide to engage in a macho bout of blasting, check your own and the monster's status before each round — it may be capable of hurting you more than you can hurt it!

Blessing is not the only way out of a tight situation. Some monsters, and all demons, may have information on objects which may prove useful, and



often the status of a creature will give you a clue to how to deal with it.

Sometimes you come across locked doors. Most locks that you encounter are magical and therefore are opened magically by magical keys! Naturally, they might not immediately be recognised as keys but they need only be dropped by a lock to be effective. Other locks can be opened by magical

passwords. Remember, you have to "drop" objects for them to be effective with doors. Just leaving them in your pouch isn't good enough.

One of the most exciting things about the game, apart from the depth of the thing, is the command system which allows one key inputs together with more traditional text instructions.

All the inhabitants of the

dungeon speak Marphish, a language similar to English but more compact (if not terse). All commands take the form of a keyword followed by a Return/Enter.

Keywords are entered as just the first letter. The name of both animate and inanimate objects must be entered in full. Unrecognised keywords are queried.

Commands can also be entered as a string, with each command separated by a comma, and the final command followed by a Return like the system used in *Lord of the Rings*.

Apex the Ogre will help you out if you talk to him nicely. Remember to enter your conversational on like so, "Apex, (object)." The last quiet mark and the comma are crucial. If old Apex is to understand what

BOUNCES

- Sup
- Price

Machine

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Price

- Sound
- Value
- Play



▶ CONTINUED FROM PAGE 15

FAIRLIGHT

●Machine: Amstrad/CBM64

●Supplier: The Edge

●Price: £9.95

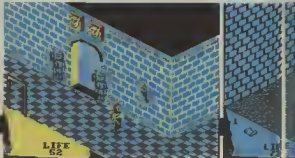
Bo Jangeborg's Spectrum smash about the Land of Fairlight, a 3D exploration game in the best Ultimate style. And the magic lingers on in both these versions.

The basic plot is for the hero

to find the Book of Light and save the land of Fairlight. Strange figures, knights, winds and a host of other mysterious creatures conspire to thwart him.

Add to this a large number of graphically great screens and you have a real puzzle to test your skills.

Is a sword in hand can



you want help with. He may look like he's nice really, but you don't need a joystick to control him — he moves at your command. Tell him to go north by hitting the N key and our hero moves to the nearest northern aid and moves into the next location. You can move him about within a location by using the left/right commands. This is used to get him near objects you want him to examine or pick up.

Always remember to pick up the Gemstones — or book of spells. You'll find in your starting location. If you don't, you won't be armed with the useful array of magic you'll need to combat creatures in the dungeon.

You can blast them, freeze them or invoke a demon, but all this requires slimes. Don't try it if you're allergic to slimes. It's low on you'll die a slow painful death.

Gargoyle say that they'll be bringing out add-on modules for the game. You'll be able to transfer your saved character into new scenarios — like Colindale's Prison, the castle above the dungeons, the Tombs of Taro and the mysterious Paradise regressed.

Heavy on the Magic is a brilliant game — but it will appeal to arcade adventurers and D&D freaks alike. And, just maybe, it will introduce arcade adventure addicts to a whole new era of games playing. Max this at your peril.

● Graphics	9
● Sound	9
● Value	10
● Playability	10

move in all directions, jump, pick up objects, store them in pockets.

The worst thing about the game is having to read the "mystical" blurb at the beginning.

All in all, *Faehlights* is pretty easy to picture on both machines. Enjoy it.

Amstrad/CBM 64	
● Graphics	9/9
● Sound	7/8
● Value	8/8
● Playability	8/8

- Machine: IBM 64
- Supplier: Amstrad
- Price: £14.95 disk/£12.95

Two Castles
Down in the dank dungeons are not looking good. I've been hacking away at this golf ball with my sand wedge and getting nowhere. My opponent, out of trouble on the green, laughs.

My only previous experience of golf has been on the crazy golf course or pitch 'n' putt. I don't even like watching it on television. So why am I playing Amstrad's new golf simulation program? The answer is simple — I like it. It allows you to play four of Britain's top championship courses — The Belfry, Wentworth Old Course, Sunningdale and Royal St George's. You can also design and create your own courses. They can be as simple or as complicated as you want.

Up to four people can play. Each starts with a 28 handicap.

- Machines: Spectrum 48K + 128/C64/Amstrad
- Supplier: Imagine
- Price: £7.95 (Spectrum) £9.95 (C64/Amstrad)

Will you please bid a warm welcome to one of Commando's Green Beret. This was Konami's arcade answer to Capcom's all-conquering Commando command game — and it's designed to get all you warlike gamers foaming at the mouth!

Green Beret is a mixture of *Commando* and *Rambo*, instead of horizontally scrolling play area, this one scrolls left to right. Like *Commando* you have to fight off the enemy — and there are masses of them — while attempting to release your captured buddies.

Like *Rambo* you can collect extra armaments along the way by killing off the enemy commanders. And you'll need them — all you get to start with is a simple knife. These weapons are a flame thrower — found on the first of the four stages — grenades and a rocket launcher. These have limited powers so use them wisely. For example, you only get three shots with the flame thrower, so it's best to wait until you are in a really tight spot before using it.

Unlike either *Rambo* or *Commando* your *Green Beret* can jump and climb and throw himself on the ground to avoid the enemy. Platforms and ladders abound to help him — but you'll have to move fast as the enemy troops are always on your tail.

You have to advance *Green Beret* through four enemy defence stages. It begins with

The right-hand side of the screen is taken with a map view of the hole. In play, showing the tee, fairway and green.

The top left-hand part of the screen gives a 3D view of the hole. Below this is a window giving information on clubs available, position of the feet etc.

For the actual shot, an animated man appears on the screen. Pressing the fire button makes him swing the club. Pressing the button at the appropriate point during the swing will decide the strength of the shot.

Wind speed, temperature and ground conditions can all be selected.

Amstrad launched the game at Wentworth where the club stalwarts, after what appeared to be a few suspicious glances at the computer, were soon playing the game.

The odd thing about *Golf Construction Set* is that, although it is designed in Britain by Tigress Marketing, it

has the missile base, the harbour, the bridge and finally the prison camp where your buddies are waiting to be freed.

All the aid of each stage the enemy throws everything they have at you — with stuff like helicopters coming in from the air to cause you even more problems. That's why it's a good idea to hang on to the extra firepower until the end.

Some troops will fire at you —

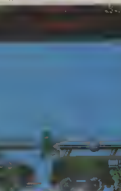
was programmed in Hungary — by people who had never seen or played golf!

Lisa Amstrad's other home-grown game? *Golf Construction Set* is better than most of the American imports.

● Graphics	9
● Sound	8
● Value	8
● Playability	9



good — especially on the Spectrum. The Spectrum *Green Beret* and merry troops are drawn in black and white cartoon styles but are extremely well animated. The C64 version features full colour "filled-in" characters, as you'd expect, and better sound. Although the Spectrum sound effects aren't bad, *Green Beret* continues the war like theme of *Commando*.



Rambo — and if you like this style of game you'll enjoy *G8*. It's fast furious and eminently addictive. Shoot 'em up fans should apply for their call up papers today!

Spectrum/C64	
● Graphics	8/8
● Sound	7/8
● Value	9/9
● Playability	9/9

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- **Machine:** Spectrum 48K
- **Supplier:** Ultimate
- **Price:** £9.95

This is it. The game we've been waiting for. Cybertron was rumoured to be the game that would put Ultimate back on top. Wrong. Cybertron should be remained Alsoren.

I have played Cybertron with programmeers — who shall remain nameless — who are destined to have a name-shone hit with his latest game. His feet would be that Cybertron would come out and steal all his thunder. I've never seen someone more happy than him after a few seconds of looking at Ultimate's latest. "There must be more to it than that," he said.

Now the plot. There exists in the dark outer reaches of space a cluster of dark stars and planets, bound together by plasma energy. It is composed of an anti-element called Cybertron. Cybertron can be analysed into the hardest and most valuable element in the universe.

Cybertron. It is, therefore very valuable and everyone wants it. To get at the Cybertron, an almost unbeatable

"megnetronic" pull must be overcome. The construction Crystal ship an enormous cargo carrier, has been undertaken to get the

precious substance. But other galaxies will be out to stop you. At least I think that's what it's about. The storylines have in the past always been an interesting read on Ultimate games. This one's a little confusing. One part reads "civilisations have devoted their entire resources to trying off one of the smaller alien races from the main cluster." What does this imply? To try might be to pass and pass into something which is not a game. It doesn't make much sense at all.

Right, to play the game. Because of the size of the Crystal ship it has had to be constructed in stages and these have been shipped off to the Zebarene system.

You start off with the command module and must find two sets of rockets and boosters.

Zeppang aliens boosts your score but at the same time I got destroyed with infuriating frequency. There may be a dynamic game taking somewhere in Cybertron. But the more one plays, the more you get the impression that isn't

- **Graphics** 7
- **Sound** 7
- **Value** 6
- **Playability** 7



- **Machine:** IBM 64
- **Supplier:** Bubblebus
- **Price:** £8.95

Stephen Crow, winner of the C+VG Golden Joystick Award for best programmer of the year, has converted his Spectrum classic Starquake for the 64, and it's definitely been worth waiting for.

You use BLOB (or you would better believe it. It means Bio-Logically Operated Being). You must stop an unstable planet from exploding by taking another thousand years with it.

Not an easy task, as a few million nifty creatures don't seem to see it you'll fail. Know what I mean?

The game action is set over 500 scenes, and I measure the aliens get meaner on each one.

As for the graphics, well they are fantastic. It is very comical watching BLOB plucking about. There are some really nice scenes there as well.

The game is extremely addictive — it had me glued to the 64 for hours. A must for Commodore owners.

If you wonder why your Spectrum owning friends have not been around lately, I bet it's they've bought Starquake. It's BRILLIANT!

- **Graphics** 10
- **Sound** 9
- **Value** 10
- **Playability** 10



ATTACK OF THE KILLER TOMATOES

- **Machine:** Spectrum
- **Supplier:** Global Software
- **Price:** £7.95

Last month we were fed of the imminent arrival of Attack of the Killer Tomatoes, a game apparently based on a film which was once voted the "Worst Vegetable Movie of All Time".

Well the game has now arrived and a pretty tasty dish it is. We won't quibble over the fact that a tomato is a fruit and not a vegetable.

In concept the game is not startlingly original. It's very "Ultimate" in style but none the worse for that. But it is a departure in style for Global who are better known for straight forward adventure games rather than arcade adventure.

Attack of the Killer Tomatoes chronicles the predicament of

COMPUTER HITS VOL 2

- **Machine:** BBC B
- **Supplier:** Beau Jolly
- **Price:** £9.95

A wonderful ten original games on one cassette! That's what you get on Computer Hits Vol Two.

The games on the cassette are: Pienzy (Micropower), Smash n' Grab (Superior Software), Jetpower Jack (Micropower), Circus (a classic from Adventure Soft), Video Revenge (Alligator), Sierstikei (Superior Software), Jet Boot Jack (English Software), Webwer (Artic), Kapsin' Kaupins (English Software), and the infamous Evil Deed from Palace.

My favourite game on this tape has to be Sierstikei, which is a great version of the arcade classic Moon Caste.

It contains all the features of the original, including multi-stage rockets, bonus docking, asteroids and even the old FAR GUT message when you complete the level.

Definitely good value.

- **Graphics** 7
- **Sound** 7
- **Value** 10
- **Playability** 8

Wimp Playbot — he's trapped the Pui a Tom processing plant.

The game is packed with underchievily silly things, salad bowls, sauce bottles and campaigning tomatoes. All good fun.

And what's more, Global is planning to release more games, based on silly films. They include Curse of the Mushroom People, which will be split into two parts, and The Wild Women of Wongo.

● **Graphics** 8

● **Sound** 8

● **Value** 9

● **Playability** 8

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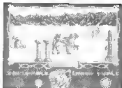
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Machine. Spectrum 48/128K
(Also for Amstrad, MSX and
CBM64/128)

Supplier: Gremlin Graphics
Price: £9.95

The two tapes that come with this package contain four programs, three combat "modules" and one master program, within which the others run. After the uninteresting title screen is removed (fast), you're presented with a list of options regarding how you want to progress through the programs. You can either try to fight your way through all the stages, or practice each one in turn.

For some reason, neither the unarmed combat or the pole fighting wanted to load the first

time I tried. On the second attempt, though, they worked without any problems.

In this game, you take the role of The Avenger, battling against Evil™ in defence of your faith and protection of the weak.

As soon as stage 1 — Unarmed Combat — begins,



you will notice the detailed graphics. Although not as fast, they are much more realistic than *Fist*. The background has animation too, with various birds and very short orinals scurrying about.

After a couple of seconds, you'll notice that the background seems to have a life of its own! The screen not only scrolls left and right, as you batter your opponents but up and down as you duck and



hurt yourself out of harm's way. The scrolling is smooth and sensible and definitely adds to the enjoyment of the game.

Control is via the joystick or keyboard, and includes many similar movements to *Fist* (in the first stage). The response is a little slow at times, and it's possible to get caught in a constant barrage of your opponent's blows.

The next stage is *Pole Fighting*, in which you find yourself standing on a log with — surprise, surprise — a pole. You are immediately confronted by a tall character, vaguely resembling a skeleton in a suit. By using the same joystick movements, the appropriate moves can be achieved. Of course, if you're swinging wildly around with a

gift pole, you have a very good chance of falling into the river beneath the log!

Samurai Sword Fighting is the final event, and the most difficult. Here you are presented with a stereotypical Samurai warrior, complete with armour and spiky helmet. Something I found a little worrying was the fact that I could deliver a batch of "head splitters" to my opponent with apparently no effect. He, however, could dispatch me with one blow. This may have something to do with the fact that I wasn't wearing a spiky helmet.

The key to the game's appeal is variety. Each stage provides an original challenge, and you can really feel yourself becoming more competent with the pole and the sword. At £9.95 the game is hardly cheap, but bearing in mind the quality of some other products costing the same it's a good value.

Graphics
Sound
Value
Playability



8
7
8
8

Machine Amstrad

Supplier: Durell

Price: £8.95

In *Saboteur*, another blood 'n' guts game, you take the role of a highly trained mercenary, with a suitably destructive mission, you have to break into a building, disguised as a warehouse (the building, that is), and steal a disk. The disk contains the names of various rebel leaders — who will presumably come to a rather sticky end, once in the hands of your "employer". Then you have to escape.

Loading the game was no mean feat in itself. The naff title page took an absolute aeon to form, and the rest of the program took even longer, causing the screen to disintegrate before admitting that it was ready to go!

Some horrible music "plunks" away in the background while you are being asked to select joystick/keyboard options, and your skill level (1. Extremely easy/9. Extremely hard). Eventually, the game gets going, and pretty good it is too. Your character glides across the water in a yellow dinghy and waits by a jetty. All in black, you leap out and make

your way up the rickety wooden structure, toward the enemy base.

The sound couldn't be described as "great" but is adequate, with some fairly convincing sound effects.

The game is a race against time. You must time your way around the maze, picking up objects with which you can kill the defending guards.

To climb a ladder, you have to be under it — obviously. Unfortunately, you have to be DIRECTLY under it. This isn't very easy to achieve when there is a hungry dog at your heels.

The items you need are all hidden away behind crates or barrels. As you pass one, you'll be shown a picture and told it is "nearby". By pressing fire you can pick it up, although only one object at a time is permitted.

Despite some quirks with movement, and the animation becoming a little jerky at times, it's a good game, and a whole lot more preferable than a poke in the eye with a sharp stick.

Graphics
Sound
Playability
Value

7
6
7
7



▶ CONTINUED FROM PAGE 21

● CONTINUES ON PAGE 24 ▶

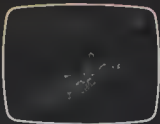
SABOTEUR

If you go down to the woods today...
you're sure of a swift demise...



CAULDRON • II

THE PUMPKIN STRIKES BACK



Actual screenshot from the Commodore



- Machine: Super Nintendo
- Supplier: Sunsoft
- Price: £8.95 (tape)
- £11.95 (disk)

- Machine: BBC
- Supplier: Imagine Software
- Price: £8.95 (tape)
- £12.95 (disk)

a bloodthirsty wave of Bruce Lee vengeful mortal arts as are flooding on to the great Super Nintendo is right to follow up the previous game, like *Reptile* with *Karate Combat*, where Imagine has come up with its own eccentric version of Kung

fu. It's *Karate Combat* which seems pretty serious, although it's no *Grand Master*. All that's missing are the sharp grunts and blood-curdling shrieks as arms and legs flail and combatants hurtle through the air.

Using the keyboard or joystick you must master six basic moves to defeat your 16

adversaries, and to defeat the dreaded Master. You can punch high or low, leap through the air in a flying kick, kick high, kick low, or spin round in a sweep. Most of these are achieved using a combination of keys, or moving the joystick while pressing the button.

You can also walk left and right, roll, turn, and use your aim to block your opponent's moves.

Each bout lasts until either you or your adversary drops from exhaustion. Your own energy level is displayed on the screen, but your computer-controlled opponent sneakily keeps its energy or lack of it to itself.

You can use practice mode to perfect your technique before moving on to play the computer, or you can compete against a friend.

There's only one location and your opponents tend to look the same, although their style is subtly different. But the graphics are superb: smooth, simple, yet extremely realistic movement. Particularly liked the way each new opponent hurtles on

the sound and the music. With a most satisfying thunk! as you land a kick or punch.

Yie Ar Kung Fu is almost as much fun but lacks the unmistakable Super Nintendo touch of class. Here you are Defeating challenging ten landish opponents to become Grand Master in honour of your father.

And boy are they landish. There's a huge, ugly Bushi who specialises in hurting at you through the air. If you can beat him you have to cope with deadly Sai who starts by chucking lethal pointed things at you. Then there's Pole who attacks with an iron rod. Freddie who stings with all sorts of junk at you. Sword who carries (surprise!) surprise! a sword. Chai who wields a deadly, you've guessed it, chain. And to on and so on.

Like *Karate Combat*, you have a variety of moves at your command. Using various combinations of keys there's no joystick option; you can kick and punch in four ways, jump, duck, and move left, right, and diagonally.

- Machine: Spectrum 48K
- Supplier: Mirrorsoft
- Price: £5.95

Yet another martial arts game and probably one of the best for the Spectrum yet.

This one centres on the ancient art of Sai karate. It involves the use of a special weapon. Basically this is a big stick with which you bash your opponent. And for good measure you can also kick him.

The idea of the game is a familiar one. You have to progress through eight levels

from white to black belt, and then through another eight levels to become a Sai master.

The fighting figures are wonderful — very big and smoothly animated. You don't

have to sit right on top of the screen to see them.

If you managed to reach the higher levels of the game there are extra hazards to face, including Ninja stars which

whizz across the screen.

Points are scored for successful blows. Energy — or Chi level — is measured on a dragon's head on the scoreboard.

Sai Combat is good fun, graphically excellent and, if you've so far altered clear of all martial arts games, this could be the one to get you hooked.

- Graphics
- Sound
- Value
- Playability



SAI COMBAT



► CONTINUED FROM PAGE 22



The fun takes place in two locations, in front of a waterfall, and at the Martial Arts Academy in the Rainbow Pegasus. It's varied, easy to pick up and play, and the graphics are lively enough although not a patch on *Karate Combat*.

But there's no sense of realism, and the action subtly degenerates into arcade-type action as you leap and dodge flying objects.

Worst of all, this version of the game had a tendency to crash in mid-fight for no apparent reason, which is particularly teeth-grinding when you're using tape and you've got to load all over

Summary

If you've a moral aversion to, you'll probably enjoy both movie effects, but if you decide to use your money on your beliefs for me, by none has this can be put in. **Review**

Karate Combat

- Graphics 9
- Sound 8
- Value 9
- Playability 10

Yie Ar Kung-Fu

- Graphics 7
- Sound 8
- Value 7
- Playability 8

- Machine: Spectrum 48K
- Supplier: Bug Byte
- Price: £2.99

part from the silly pun in the title, which is a bit of a relief to find. In short, this isn't a title game. So why—indeed! the sorcerer is defending his castle and his apprentices from some evil-looking dragons. The dragons have an arm life steal away with the sorcerer's prentices. They do this by taking his castle, opening the castle and rushing in. The Sorcerer can stop them by zapping them with a spell in the battlements which has added fortunate effect of killing a whole bunch of gold coins. The spell transfers the dragons into a gold mine and if you can do it.

It's a simple task, and dragons will get to the castle. There's just a lot of money of it. But you, the sorcerer, can dash out to save your apprentice and collect a few gold coins. Unless you're chased by a dragon, that is.

This is a two screen game. One inside the castle and an interesting 3D screen outside the castle. Points are scored by collecting gold. This game was originally released by an American company called Tynes for the 64 way back in 84. This conversion looks pretty and is playable if not long lasting appeal.

- Graphics 7
- Sound 5
- Value 7
- Playability 7



THE SORCEROR

STARSTRIKE II

- Machine: Spectrum 48K
- Supplier: Realtime
- Price: £7.95

At last! The sequel to the amazing Spectrum *Star Wars* clone *Starstrike* which took the games world by storm many months ago. *Starstrike II* takes the story ad further. But it sacrifices speed for frills which may upset arcade addicts.

The basic theme of the game goes like this. The Outsiders have been driven from Federation space by the original *Starstrike* squadrons. Now Federation Command is launching a major offensive against the Outsider's home planets with the next generation of *Starstrike* ships.

To enable the *Starstrike II* ships to move around the Outsider's planetary systems they have now been equipped with a support module which carries an interstellar hyperdrive unit and a shield system. This

imports the *Starstrike* fighter around the Outsider's systems and enables refuelling and repair to shield systems.

The Outsider's planets are grouped around five stars. There are 22 planets in all—and they must all be neutralised by knocking out the central control reactor which runs each planet's systems. The planets range in status from agricultural through industrial to military and all have varying defences to contend with.

A basic *Starstrike II* mission goes like this. You are in the support module and have to choose which star system you wish to attack from an illustrated menu. This ranges from the Alpha system through to the Epsilon system. Once done, you then see a list of that system and you have to select which planet you wish to attack.

It is best to start with the agricultural planets which are relatively poorly defended. Hit the fire button and it's off into

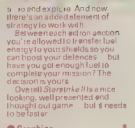
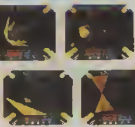
space where you have to fly through special openings in Outsider force fields which surround each planet. Timing is vital to avoid collisions which weaken your shields. Once through a series of grid like force fields, it's out into clear space where Outsider fighters wait in a second line of defence.

Two Elite style scammers appear on your view screen to enable you to track the enemy ships and disappear when you've got him in your sights.

Starstrike II uses some nice ideas and pretty graphics. It will certainly take some time before you finally pacify all the Outsider planet systems.

However the speed of the game leaves a lot to be desired. It's relatively slow and this takes away some of the edge and urgency essential in a good arcade shoot-'em-up.

There're now lots of 'filled in' 3D graphics which look nice. But do they add much to playability? Having said that, there's lots



- Graphics 8
- Sound 8
- Value 7
- Playability 7

● CONTINUES ON PAGE 27 ●

B.B.B. BOUND TO BE A HIT..

"10 levels of fun make this torture excellent value for money. Nova rating. Definitely one of those 'just another go' games. Game of the month February" — Computer Gamer

"The most compulsive game I've ever played. If you don't buy it you'll never know what you've missed." says Gary Penn, Zzap! 64. Gold Medal Award. 97% overall.

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B.B.B.B.B. BOUNDER..

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- Machine: CMB 64
- Supplier: Electric Dreams
- Price: £9.95

The world's most famous wreck is the subject of this novel new release from Electric Dreams — the company based in Southampton, the port which RMS Titanic sailed from on her doomed maiden voyage.

Your job is to raise the wreck. Sounds simple, but this addictive game involves solving over 100 problems — some with tortuous multi-level solutions.

At 2.20 am on April 15th 1912, the greatest passenger liner in history struck an iceberg and sank beneath the Atlantic taking with her 1,500 passengers and crew. The disaster has gripped the world ever since. Rumours of her precious cargo have inspired many to think about a salvage bid. And have thus inspired this new game.

As the owner/director of the Titanic Salvage Company, your sole aim is to raise the mighty Titanic from the sea bed. To aid you in your mission, your research and development department has produced the T S 1 an advanced deepwater submersible.

To finance this epic voyage you have convinced some rich and powerful sponsors to back your venture. However, money is in short supply and you will have to raise more during the expedition.

There are a number of ways to accomplish this: favourable reports in the newspaper may lead to an increase in sponsorship, pleasing the reporters could result in cash gifts, objects found in the Titanic may be sold.

Your well equipped motorship is bobbing about on the Atlantic almost two miles above the watery grave of the world's most famous cruise liner.

On a previous unsuccessful salvage mission an automated

submersible attached eight flotation bags to the hull of the Titanic. Due to a fault in its memory, the positions of the bags were not recorded.

The object of your search is to locate the eight buttons that will inflate the bags and bring the Titanic back to the surface for the first time in over 70 years.

There are four main screens featured in the game. There's the Calendar Screen which contains a calendar — of course — and icons which allow you to access other areas of the game. Like the Press Room, the Finance Room and last but by no means least, the screen which displays the interior of your salvage-sub.

The Calendar screen merely displays the month and date — just to give you an idea of the passage of time. There's no limit to the game by the way. You can keep going as long as you have enough money to finance your activities. The icons along the top of this screen are your gateway to other parts of the game.

Your activities in the Press Room are of vital importance to your finances. You must answer the questions put to you in the manner you judge the most likely to satisfy the particular publication.

Press conferences may be called by you or by the press in which case the motorship will send a message down to T S 1. You do not have to attend a conference, but if you don't, reporters are likely to invent a story. Should you call your own conference there is no guarantee that any reporters will attend.

Once a conference has been called and attended you will see a number of reporters on television screens in front of you. One of them will then address you by identifying his or her newspaper and then asking a question. You then

decide who will hear your reply — either one reporter or all of those present.

You can please the press by sending back photographs of your finds using your subs on-board camera. Some pictures please certain papers more than others however. For example the Sun really loves the picture of the whalebone corset you'll discover in the stewardesses room! But be careful — some pictures if published, could offend some of your sponsors. Which brings us neatly to the Finance Room.

In the Finance Room you are given information on the current state of your bank balance and receive from your sponsors their feelings on your progress. These feelings will be expressed as an alteration to their weekly contribution to the salvage operation.

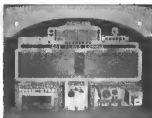
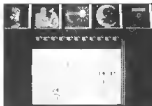
The Finance Room is entered by selecting the appropriate icon from the Calendar Screen. Inside the room you current balance, a list of your sponsors and their weekly donations, an analysis of repair costs and repair time for the last dive and a monitor for receiving messages are accessible.

Messages may be received from your sponsors or from your accountant.

You can call a sponsor in order to request more money by selecting the telephone icon. Then use the joystick to light the picture of the sponsor you wish to contact and press the fire button.

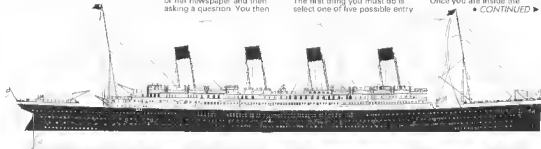
Whether or not the sponsor grants your request, or even replies depends on many factors. It is definitely not recommended that you make requests too often!

Selecting the "dive" icon from the Calendar Screen puts you in T S 1 ready for the descent. You will see a play of the Titanic in the viewscreen. The first thing you must do is select one of five possible entry



points

Once you are inside the
 • CONTINUED ►



•R.M.S. TITANIC•

Titanic you may begin to move around and explore. You will notice that some walls have doors in them. Open doors are filled with locked doors as in outside only, so in order to move through open doors position your submarine in front of the door and press the A button. If you try to move through a locked door, or if you miss the open door, T.S.I. will hit the wall causing damage and loss of power. The sub has a self-centring device and you will always finish up in the middle of the next room.

In certain rooms you will be able to move up or down between the decks.

Each time you enter a room its name or purpose will be displayed on the message screen. There is no need to enter the room to discover its name or purpose. You can use the on-board scanner.

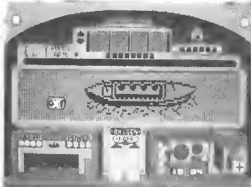
Locked doors may only be opened by solving problems

Problems may be solved by manipulating the objects to be found in the Titanic. The objects required to solve a problem and the room in which the problem must be solved are all linked together in some way.

It may be sufficient to drop two objects near to each other in a certain room, some objects combine to produce more objects which are brought into contact in the correct room, other objects may need to be pushed to produce results. It is up to you to discover the correct way to open the door and progress through the Titanic to your goal.

How ever, change some of the objects you solve across within the game, of the Titanic's five main decks they were actually part of the ship's real cargo when it sank. Every odd item like a rubber duck, a can of paint.

The graphics depicting your



view of the ship uses a novel approach. You have to illuminate the room with your sub-light which gives a sort of "spotlight" appearance to the rooms. As your power runs down it gets harder to see and, unless you move quickly you could end up trapped and require an expensive rescue. You can also drop coral buoys around the wreck which will help you work out your position to an accuracy.

Occasionally you will need the help of your laboratories on board the weather ship to solve problems. The subs can examine, combine or repair objects sent to them.

The sub's target areas are very sensitive and rather delicate, so be careful with them.

If you wish to grasp an object you must position the jaws of the robot arm around the object and then close them. When you do this the name of the object will appear on the message line. Not all objects may be picked up, some are too heavy for the robot arm whilst others are fixed to the

Titanic in some way.

Some of the problems are distinctly humorous in a crossword sort of style. The message window on the dive screen which describes objects will often give you clues to what they are useful for.

You'll need wits and strategy skills to succeed in the game. And be prepared to spend some time on it. An expert with all the clues at his disposal takes around six to seven hours to complete the game.

Titanic is a very playable, entertaining and stimulating game. If you enjoy a challenge, don't miss it. One of the best Electronic Dreams releases yet.



- Graphics 9
- Sound 7
- Value 9
- Playability 9



C.O.R.E.

- Machine: Spectrum
- Supplier: A n F Software
- Price: £2.95

Is this Mission Impossible? Distress signals have been received from Eroc 1, a deep mined asteroid settlement. An alien attack is suspected. Enter Commander Andruw Angello under orders to find out what has happened. But on arrival at the Asteroid, he finds all 720 service personnel are dead. But why?

Angello is only hope of finding out to find the biological memory cells left on the asteroid, and re-assemble the parts to re-create the colony's

memory.

By returning the complete "memory" to the mother ship, a suitable defence strategy can be found to combat future alien attacks.

There are many objects to be found which prove handy for Andy. There are a number of tools, some hidden, some buried, which will help him. Andy can travel around the mines by walking or using the anti-gravity lifts or teleports.

A display panel at the top of the screen shows direction, time and power. Descriptions and verbal prompts are also shown.

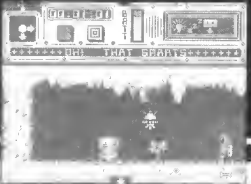
There are more than 1,000 locations in the game, split into

four levels. A map is essential to get into the vast, complex and challenging game.

Thankfully it includes a save game option. There's no way to complete this game in one sitting. CORE will also be

available for the Commodore and Amstrad.

- Graphics 8
- Sound 6
- Value 7
- Playability 8



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THE COMET GAME

- Machine: Spectrum
- Supplier: Firebird
- Price: £7.95

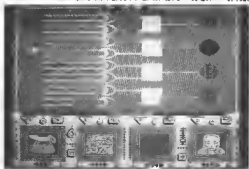
There seems to be an unhealthy obsession with games developing at Firebird.

First there was *Gerry the Garm Goats Body Poppin'* and now *germ bags in space*. Add *Halley's Comet*.

and what do you get? Yes, it's *The Comet Game*, Firebird's latest in the hot range, and an almost topical game (well, Halley's Comet has now disappeared from the Northern Hemisphere).

The bad news is that toxic germs, lethal to all life on earth, has been identified on the comet, and with huge lumps of ice travelling towards earth at 200,000 kilometres an hour, that spells bad news.

Your mission is to get to the comet, fly low and fast over its surface and blast the deadly germ bags into oblivion. The pilot of the spacecraft sent out to intercept the comet is in suspended animation for the duration of the



flight. You, therefore, play the part of the ship's computer, which must look after the pilot cope with various emergencies which crop up — such as the Interplanetary Safeguard System which can be activated causing other planets to launch missiles at you.

If you make a rendezvous with the comet, the ship is placed in a low orbit and it's time for a spot of zapping at the germ bags.

Included in the flight to the comet is the intriguing coffee game. The pilot's well-being level must be kept as high as possible by drinking coffee.

This part of the game involved the unlikely command 'P II'.

energy, prolonged contact with an alien will result in the loss of one of those lives.

Each level contains a canister, Disposal Chute and Level Pass. You will have to collect the level pass in order to access the next level. As you search each level for these items, your time will elapse.

To enable you to find the Radio-Active Canisters and Level Passes you will need to use the tools and objects that have been scattered around each level.



does what you think it does. I didn't and the pilot's bladder burst. It's an awful way to go.

There's nothing particularly wrong with *The Comet Game* but then again, there's nothing to get really excited about.

- Graphics 6
- Sound 6
- Value 6
- Playability 6



The unusual combination of arcade adventure and shoot 'em up had this reviewer hooked right from the start.

But blasting everything in sight won't get you very far. You have to learn the right combination of objects.

- Graphics 9
- Sound 6
- Value 6
- Playability 10



- Machine: Amstrad/ Spectrum
- Supplier: Mikro-Gen
- Price: £7.95

If you've got an Amstrad and you haven't got a copy of *Equinox* from Mikro-Gen, you must be stark staring mad! Simply as that, *Equinox* is the best thing this side of *Sorcery*. It's the first made proper for new programmer Radcliffe Cocco. And it looks as if he's got a bright future — as bright as the excellent graphics featured in the game.

In the innumerable depths of space, Asteroid *Sury Ani 7* floats majestically in a 400 hundred year orbit.

Radio active canisters that were due for disposal now lie exposed in *Sury Ani 7*'s mining complex. The human inhabitants have now departed and only you — a disposal droid — remain to dispose of the canisters before they become critical and annihilate the whole complex.

Asteroid *Sury Ani 7* rich in

minerals has been followed out into a huge mining complex. The complex is a sacred site and is a

Gaining access to the different levels is achieved with numbered level passes.

In order to obtain canisters and level passes, you'll need to use various tools, machines and components which are scattered around the complex.

You'll need to be able to survive the harmful alien on each of the numerous levels, and collect a pass on each one.

You begin the game with three lives and any contact with an alien will reduce your



▶ CONTINUED FROM PAGE 30

▶ CONTINUES ON PAGE 35 ▶

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- Machine: BBC
- Supplier: Blue Ribbon
- Price: £2.50

ASTRO PLUMBER
Astro Plumber is one of our new games from Blue Ribbon which, together with a drawing program, are also available together on a disk costing £9.95. In Astro Plumber you must fly around a cavern sealing leaks in the air pipes with your plasma laser gun. You mustn't run out of air or fuel in the process, and you have to dodge the hostile inhabitants of the cave.

You aren't told which keys control the game and you're likely to lose several lives while you work out that in addition to right, left, and down you can also jump pressing Return, and that leaks are sealed using Shift. It isn't an easy game to play. You have to work out your route round each screen carefully and you run very quickly out of air.

But the graphics are only average and it's the sort of arcade action you've seen many times before. Frankly, even for £2.50, it's dull.

- Graphics 7
- Sound 7
- Value 7
- Playability 7

RAVAGE

- Machine: BBC
- Supplier: Blue Ribbon
- Price: £2.50

You are innocently cruising through space, doing no harm to anyone, when suddenly your scanner warns you that spaceships are approaching fast. You look ahead and see them soaring towards you. In another second, fireballs are hurtling straight at your ship.

In this relaxed space adventure, you choose your own level of play, from dead easy at level 1 all the way up to fast and furious at 3. You can also choose your own keys, although you will probably feel most comfortable with the default keys . . . Z, X and Return.

In the slower modes, you virtually have to go out and find the hostile spaceships by looking for them on the scanner then steering towards them. Once in sight, you must manoeuvre until they are centred in your gunsight, then you hit Return to fire and destroy them.

- Graphics 8
- Sound 7
- Value 8
- Playability 8

JOEY

- Machine: BBC
- Supplier: Blue Ribbon
- Price: £2.50

Joey is a kangaroo at considerable risk from aggressive aboriginal throwing boomerangs at him and nasty things (which look like more of Blue Ribbon's favourite moving eyes) roaming at large.

Joey can fight back by hopping about the screen, destroying boomerangs. The game can be played at slow medium or fast speed, and you can choose to start at any of the nine screens.

According to Blue Ribbon, once you've completed all the screens, boomerangs start to fall, but I used up my five lives before I could find out exactly what this meant.

The graphics are only average, except for Joey, an endearing little chap who hops and scurries about the screen in a very kangaroo-like way and looks at you with reproachful eyes and despondent flatted ears when he loses a life.

- Graphics 8
- Sound 7
- Value 8
- Playability 8

BBC BBC BBC BBC BBC BBC

10 COMPUTER HITS VOL II

- Machine: Amstrad
- Supplier: Beau Jolly
- Price: £9.95

Realtime, Taskset and Hewson are just three of the famous names on this, the second, Computer Hits tape. The

Amstrad machine have been starved of good games lately, but this stops that.

The games on this double cassette pack are: 3D Starstrike (Realtime), Sniper Pipeline II (Taskset), Technician Ted (Hewson), Android II (Vortex),

Mutant Monty (Artic), Codename MAT (Micromega), Moon Buggy (Anirog), World Cup (Artic), Gamble (Micropower), and last but not least Fantasia Diamond (Hewson).

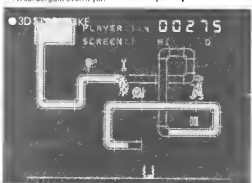
A real bargain even if you

don't like some of them. Butten games for £9.95 isn't bad, is it?

- Graphics n/a
- Sound n/a
- Value 10
- Playability 10



▶ CONTINUED FROM PAGE 33



● CONTINUES ON PAGE 40 ▶

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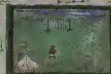
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by
Jon
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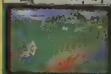
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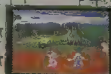
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Swordfight 2

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- **Machine:** CMB64
- **Supplier:** Activision
- **Price:** £9.95/£14.95 (tape/disc)

Spindizzy was originally an Amstrad only release. Now though, Paul "Confuser" Shirley has converted the program for the 64 and Spectrum. An off shoot of the popular Marble Madness style game found in arcades, Spindizzy provides fast and furious sack wiggling, along with some fairly sticky "latelst thinking" problems!

After loading, the screen displays a list of options, such as fast or slow movement and one or two players.

You are Gerald the Upside-Down Pyramid—honesty! However, you can transform yourself into a pink ball or gyroscope at a touch of the "T" button.

Your aim in life is to collect as many jewels as possible.

They are scattered all over a bizarre land, made from blocks, water-thin water and lots of traps! Everything is against the clock.

A useful feature, which could easily have been omitted, is the way in which you can change your viewpoint. The screen is presented in much the same way as the familiar Ultimate layout, a view from a point slightly above and away from the action. As there are so many different types of room—many with a large and complex arrangements of blocks inside—it's extremely helpful to be able to check the situation from four angles.

When your character dies, it will re-appear on the last block you reached safely. This makes game play a little easier, when you are trying to negotiate a sticky corner, nothing is worse than having to complete the first half of a puzzle every time you die, before having another

attempt at the troublesome part!

In a frantic attempt to get out of trouble, you may be tempted to use the incredible acceleration offered by the fire button.

The maze—which can be viewed from the "map" option—contains lots of puzzles, including lifts, jumps and the rather wonderful lakes. There are rooms which sit atop a deep blue "sheet". They're probably the toughest part of the whole game, as precise movement is essential if you're going to make it through.

Spindizzy is a great conversion. Worth the interest of a decent challenge and entertaining game play, it should be a hit.

- | | |
|----------------------|---|
| ● Graphics | 8 |
| ● Sound | 5 |
| ● Value | 7 |
| ● Playability | 9 |

KIREL

- **Machine:** Spectrum
- **Supplier:** Activision
- **Price:** £8.95

After a relatively quiet time, Addictive Games are back on the scene with the excellent Kirel, a nifty 70 screen, three dimensional arcade offering. Sources at Addictive say this is the first of what is hoped to be one new game released each month. If the same standard is kept up it should be an interesting summer.

The idea is to move Kirel, a cute little chap, around the screens to find the transporter networks, grab energy supplies, and defuse bombs.

By moving blocks around, Kirel can build staircases, move obstructions, and make holes to enable him to exit from the screen and onto the next.

There are various objects Kirel should collect.

Coins help him to destroy monsters, arrows give him extra bullets, sweets and bags of sugar restore stamina and collecting bills give extra time.

But beware the "stunpine" popping monsters, which affect the screens, and the pyramids which are impassable.

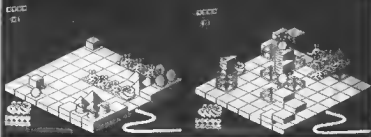
A nice part of the game is the way you can rotate screens through 90 and 180 degrees. Pressing the space bar finds Kirel for you, assuming you've lost him!

The screen layout is clear and uncluttered. The screen number is in the top left corner and block indicators top right. Lives, coins, bullets and energy levels can be found in



the bottom left hand corner. The squiggly line coming from the main graphics is the time fuse.

- | | |
|----------------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 8 |
| ● Playability | 8 |



► CONTINUED FROM PAGE 36

HOCUS FOCUS

- **Machine:** Spectrum/C64
- **Supplier:** Quicksilver
- **Price:** £8.95

After producing the highly successful *Max Headroom*, Electronic Pencil spit up and a new company emerged, Binary Design.

This is Binary Design's first that I have seen and it's all about Jeremy the "Glowing" punk reporter. The basic idea is that the paper you work for, called the "Shocker" hasn't had a great story for weeks, so when the Ed hears about a nutty Professor's inventions, he sends Jeremy out.

Simple? Oh no, because the Professor has created some mutants which try their best to hinder your quest by pinching your film. This means you have to go back to the darkness, reload your camera and start again. But you don't seem to be told when your films have gone, so it makes it a bit harder.

The graphics in this game made by eyes pop out. Good? No, terrible. The punk looks more like a mutant than the mutants do.

Overall this game is not what is expected—it looks like something that was written in 1982 rather than 1986.

- | | |
|----------------------|---|
| ● Graphics | 5 |
| ● Sound | 5 |
| ● Value | 4 |
| ● Playability | 5 |

► CONTINUES ON PAGE 43 ►

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More on the new movie, *Mr. Nobody*, which is set to launch in May. It's based on the novel by French author Stanislas-
Lévy. The story is about a man who is born, lives, and dies in a single day. The movie is a philosophical exploration of the human condition, and it's a beautiful work of art. It's a must-watch for anyone who loves cinema.

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CAULDRON II



Hubble Bubble! The Pumpkin is back and looking for trouble! Yes, the long-awaited follow up to Palace Software's *Cauldron* is out now on the 64 — with other versions following along soon. You can read the review elsewhere in this issue — and we've got a special pull out poster map of the game next issue — but right here and now we're offering you the chance to win a VERY special *Cauldron II* prize.

This is an amazing thing. It comes in the shape of a golden Pumpkin mounted on a nicely polished wooden base with a plaque, which could soon be engraved with YOUR name if you're our overall winner. The overall winner will also get a Windsor and Newton acrylic paint kit complete with brushes.

There will be other winners in three different age groups, Under-10, 10-15 and 15 and Over. These lucky people will also get a Windsor and Newton outfit, 20 runners-up will get the special Palace Software package — containing *Cauldron* and *Cauldron II*.

What do you have to do to win one of these amazing prizes? Simple. Just draw or paint us a scene inspired by the *Cauldron* games. There's only one rule — you've got to get a Pumpkin into your drawing!

The entries will be judged by *Steve Brown*, the man who created the model for our front cover, designed the graphics for the *Cauldron* games AND who uses the very same Windsor and Newton paints the winners will be getting.

Closing date for the contest is June 16th, normal C+VG rules apply and the editor's decision is final. DON'T forget to fix the entry coupon to your entry, tell us your age, and what computer you own. Now get on with it!

G+VG/PALACE SOFTWARE CAULDRON COMPETITION

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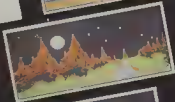
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EGGS OF DEATH

- Machine: Enterprise
- Supplier: Entesoft
- Price: £8.95

The Eggs of Death aren't those horrible pickling things you see in pubs but are found in the hatching chambers of Mortuus Ova, the second stage of this game.

The first stage is getting down to the planet—Natch—and the alien doesn't intend to make it easy for you. If you shoot the first one you're safe to proceed, but let it slip by and you face two of them. As each alien has a different attack plan it makes for a lively zap 'em up.

The chambers are the main course, a variation on the classic *Planic* as you run around trying to hammer hatching eggs, but instead of ladders there are sliding floor sections which can be moved in any of four directions to link levels.

There are also power doors but you can only recharge when a monster is about to emerge, and if it escapes, you'll have to dodge it as it leaves.

For desert there's a Defender-style flight to the next chamber through the Rainbow Caverna, a sort of Jeff Minter candy stripe fantasy.

At last an original Enterprise game that really cuts it.

- Graphics 9
- Sound 7
- Value 9
- Playability 8

PHANTOM OF THE ASTEROIDS

- Machine: CBM 64/128
- Supplier: Mastertronic
- Price: £1.99

The plot of *Phantom of the Asteroids* is about as straightforward as they come. But the game is fun to play and the music by Rob Hubbard is great. For £1.99 it's got to be a hit.

But first the plot. An asteroid hurtling toward the earth. Our precious planet is at risk. Your mission is to destroy the asteroid and the bloodthirsty phantoms which infest it.

To destroy this lump of space rock you must collect 36 atoms of uranium which are scattered around. Once you have collected these in one place you have five minutes to reach the teleport to escape the ensuing explosion.

You control a spaceship through the cavernous asteroid, zapping the phantoms who attack, and avoiding the three types of force wall which ban you away. Poisonous plants also lurk in the asteroid. Avoid them at all costs.

Energy and oxygen supplies are scattered throughout the asteroid.

Good fun, fair graphics and great music. *Phantom of the Asteroids* is a neat and cheap treat.

- Graphics 7
- Sound 9
- Value 10
- Playability 8

STEVE DAVIS SNOOKER

- Machine: BBC
- Supplier: COS
- Price: £8.95

Snooker might, like darts, seem an unpromising subject for a computer game. How can you substitute screen and keyboard for table and cue?

Undaunted, COS has come up with a pretty good attempt which retains the need for some basic skills, like an eye for angles and knowledge of the effect of top and bottom spin. It's not perfect—but I doubt that any home computer's graphics capabilities could cope with the fine angles of real-life snooker—but it's more than adequate for a computer game, and at the very least it teaches you the rules.

The snooker table, complete with pockets and balls, is displayed on the screen. You have the option of playing against Steve Davis (The Computer. Aft. don't you think?), a human opponent, yourself, or even setting Steve to play Steve.

Next, you select skill level (1-9), and table speed (slow, normal or fast). At the lower skill levels, Steve makes an astonishing number of foul shots, obviously assuming that as a beginner you need a bit of encouragement.

To play, you select the ball you want to hit with the cue ball and

move it, using the up/down, down, left and right keys, to the exact spot where you mean to hit it, after due consideration of all the angles. Then you select type of spin, the power of the shot, and press Space for fire. Off zooms the white ball, cannoning into your target ball, which, if you're a novice, promptly bounces off at a completely unexpected angle.

Then, if you're playing against 'Steve', you sit back and admire his well-judged and well-executed shot.

The normal rules of snooker apply, and there's even an option for making your opponent play again if he or she commits a foul stroke. The game keeps a running tally of both players' scores, plus the current break.

The graphics aren't bad, the balls knock against each other and off the cushion in a reasonably convincing manner, although the computer makes a sad job of the cue. If you would normally expect to hear...

If you're hooked on Pot Black but can't afford a table of your own, this is probably the next best thing.

- Graphics 8
- Sound 6
- Value 8
- Playability 9

IWO JIMA

- Machine: CBM 64
- Supplier: PSS
- Price: £7.99

The last thing which strikes you about Iwo Jima is the wonderful artwork on the cassette cover. If you've been winking your brows wondering where you've seen it before—just go back through your collection of C+VGs. We originally commissioned the artwork for our December cover to illustrate a totally different game.

Iwo Jima is designed and written by John Bethell, whose last offering was *Reflexions '82*. It's always difficult deciding what is suitable for a wargame computer or otherwise. Questions of taste and

insensitivity are vitally arise. With the Falklands conflict so fresh in many people's minds, especially those who lost relatives, it might have been better to let John Bethell and PSS had steered clear of the subject. Still, everybody makes money out of war.

In 1945 US Marines fought a costly, it might have been better to let John Bethell and PSS had steered clear of the subject. Still, everybody makes money out of war.

Iwo Jima is a simulation of that battle in which you control

the American forces and the computer the Japanese. You take it turns with the computer to give orders, move units around and attack.

The screen displays a map of the island showing hills, mountains, villages, minefields and scrubland. Various windows display specific information about the state of play.

To be honest I found reading the author's notes about the game more interesting than playing it.

- Graphics 5
- Sound 4
- Value 6
- Playability 5

ROBOTO

- Machine: Spectrum
- Supplier: Bug Byte
- Price: £2.95

At first I thought it was a deliberate plot to confuse me. It said quite clearly use the Z and X keys to move left and right on the cassette input. But it would not work.

It was only when I checked the instruction on the game itself that I discovered it was the O and W keys. A bad mark.

Having said that, *Roboto* is quite an entertaining little game. The idea is to guide Roboto, a lesser armed robot, through 51 rooms of a power station, destroying power orbs and solving puzzles and tasks.

Good fun for an hour or two.

- Graphics 7
- Sound 7
- Value 5
- Playability 8

THE SOFTWARE CHART



Hot off the presses is the latest C + VG Gallup Software Top 30. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest C + VG charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-'em-up, karate game or boxing program you want. It's a knock-out.



TOP 30 FOR JUNE

THIS MONTH	LAST MONTH	GAME	MACHINE	MANUFACTURER	WEEKS IN CHART
1	NE	Superbowl	SP, CO, MS	Ocean	1
2	NE	Green Beret	SP	Imagine	1
3	1	Way of the Tiger	SP, AM, MS	Gremlin Graphics	2
4	NE	Bomb Jack	SP	Elite	1
5	2	Ping Pong	SP, CO, AM, MS	Imagine	2
6	RE	Lost Y8	CO, AM	Mastertronic	11
7	4	Uridium	CO	Hewson Consultants	4
8	5	Commando	SP, CO, BB, C16	Elite	16
9	12	FA Cup Football	SP, CO, AM	Virgin	5
10	11	One Man and His Droid	SP, CO, AM, C16, AT	Mastertronic	12
11	3	Yie Ar Kung Fu	SP, CO, AM, BB, MS, EL	Imagine	18
12	21	Action Biker	SP, CO, C16, AT	Mastertronic	32
13	13	Rambo	SP, CO, AM	Ocean	18
14	7	Comp. Hits 10 Vol 2	SP, CO, AM, BB, EL	Rare Jolly	3
15	6	Formula One Simulator	SP, CO, AM, MS, C16	Mastertronic	30
16	35	Computer Hits 10	SP, CO, AM, BB, EL	Rare Jolly	21
17	9	Turbo Esprit	CO	Durell	3
18	16	Hordball	CO	US Gold	5
19	23	BMX Racers	SP, CO, AM, C16	Mastertronic	32
20	15	Winter Olympics	BB, EL, C16	Tynesoft	5
21	24	Incredible Shrinking Fireman	SP	Mastertronic	4
22	RE	Fairlight	SP, CO, AM	The Edge	11
23	20	Winter Games	SP, CO, AM	Fox/US Gold	21
24	32	Barry McGuigan World Champions	SP, CO, AM	Adrian	20
25	30	Football Manager	SP, CO, AM, BB, EL, C16, AT, V20, DR	Addictive Games	5
26	NE	Spindizzy	AM	Electric Dreams	1
27	NE	Zapp Sizzlers	CO	Gremlin Graphics	1
28	25	Movie	SP	Imagine	8
29	19	Sky Fox	SP, CO, AM	Amalgam	15
30	22	Finders Keepers	SP, CO, AM, MS, C16	Mastertronic	32

AMSTRAD/TOP 10

1	Spindizzy	Electric Dreams
2	Lost Y8	Mastertronic
3	Way of the Tiger	Gremlin Graphics
4	Rambo	Ocean
5	Comp. Hits 10 Vol 2	Rare Jolly
6	Fairlight	The Edge
7	They Sold a Million	TM Square
8	Formula One	Mastertronic
9	Yie Ar Kung Fu	Imagine
10	Soul of a Robot	Mastertronic

CBM 64/TOP 8

1	Superbowl	Ocean
2	Uridium	Hewson Consultants
3	Hordball	US Gold
4	Ping Pong	Imagine
5	Zapp Sizzlers	Gremlin Graphics
6	FA Cup Football	Virgin
7	Kone	Mastertronic
8	Phantom of the Asteroids	M. Tronic
9	Fairlight	The Edge
10	Yie Ar Kung Fu	Imagine

MACHINE KEY

SP = SPECTRUM	BB = BBC
CO = COMMODORE 64	AT = ATARI
AM = AMSTRAD	EL = ELECTRON
C1 = C16	ENT = ENTERPRISE
V20 = V20	DR = Dragon

ATARI/TOP 10

1	Lost Y8	Mastertronic
2	One Man and His Droid	Mastertronic
3	Action Biker	Mastertronic
4	Chimera	Firebird
5	Fighter Pilot	Digital Integration
6	Football Manager	Addictive Games
7	Steve Davis	Snooker/CDS
8	Spy Vs Sex 2	Dolobyte
9	Yie Ar Kung Fu	Imagine
10	Soul of a Robot	M. Tronic

SPECTRUM/TOP 10

1	Green Beret	Imagine
2	Superbowl	Ocean
3	Way of the Tiger	Imagine
4	Bomb Jack	Elite
5	Ping Pong	Imagine
6	Turbo Esprit	Durell
7	FA Cup Football	Virgin
8	Shrinking Fireman	Mastertronic
9	Movie	Imagine
10	Barry McGuigan	Adrian

BBC/TOP 10

1	Commando	Elite
2	Kerôc e Combat	Supers
3	Winter Olympics	Tynesoft
4	Exploding Flat	McLagyma House
5	Phantom Combat	Digital Soft
6	Comp Hits 10 Vol 2	Rare Jolly
7	Crodel	Supers
8	Computer Hits 10	Rare Jolly
9	Yie Ar Kung Fu	Imagine
10	Lord of the Rings	M. Tronic

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- | | | | |
|-------------|----------------------|----------------------|----------------------|
| 1. Amstrad | 11. The Great Escape | 21. The Great Escape | 31. The Great Escape |
| 2. Amstrad | 12. The Great Escape | 22. The Great Escape | 32. The Great Escape |
| 3. Amstrad | 13. The Great Escape | 23. The Great Escape | 33. The Great Escape |
| 4. Amstrad | 14. The Great Escape | 24. The Great Escape | 34. The Great Escape |
| 5. Amstrad | 15. The Great Escape | 25. The Great Escape | 35. The Great Escape |
| 6. Amstrad | 16. The Great Escape | 26. The Great Escape | 36. The Great Escape |
| 7. Amstrad | 17. The Great Escape | 27. The Great Escape | 37. The Great Escape |
| 8. Amstrad | 18. The Great Escape | 28. The Great Escape | 38. The Great Escape |
| 9. Amstrad | 19. The Great Escape | 29. The Great Escape | 39. The Great Escape |
| 10. Amstrad | 20. The Great Escape | 30. The Great Escape | 40. The Great Escape |

ZX 81

Amstrad ZX 81 is a compact computer. It has 128K of RAM, a built-in cassette interface, and a built-in monitor. It can play all the games on the cassette, and it can also play the games on the disk. It is a true computer, and it is a true game player.

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| 10. Amstrad | 20. The Great Escape | 30. The Great Escape | 40. The Great Escape |

COMMODORE 64

Only game on cassette for Commodore 64. It has 128K of RAM, a built-in cassette interface, and a built-in monitor. It can play all the games on the cassette, and it can also play the games on the disk. It is a true computer, and it is a true game player.

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| 10. Amstrad | 20. The Great Escape | 30. The Great Escape | 40. The Great Escape |

ORIC ATMOS

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VIC-20

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MSX 801/2

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SPECTRUM 128/48	VIC 20	ZX 81	APPLE
AMSTRAD	486K	DRAGON	1616 TRON

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ARCADE ACTION

★★ SPECIAL ★★

Arcade Action has always been one of our most popular sections, today interest in new arcade machines is higher than ever. So, due to popular demand, Clare Edgeley and her secret arcade spies have produced an extra special, bumper Arcade Action this month.

There is a great competition, a games players guide to beating Nemesis and a preview of Elite's latest conversion — Ghosts 'N' Goblins. We've also compiled a list of hi-scores on the most popular games for you to try to beat and taken a look at the increasing trend towards arcade licensing.

Oops, I almost forgot to mention that Clare Edgeley has brought us her usual round of the hottest games to enter the arcades.



COMPETITION

Right, how can you win a copy of Arcade Classics? Just read on. Printed below are the names of well known arcade games. One or perhaps several are false. It's your task to find them.

Send your answers, together with the printed coupon, to Arcade Classics Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th and the editor's decision is final.

ARCADE ACTION SPECIAL

Dig-Dug, Mr Dol, Pole Position and Pac-Man — four all time classics from the arcades. Oldies but goodies. A must for any collection.

And now it's your chance to win these four. Thanks to US Gold and Datasoft, we've got 50 of the Arcade Classics as competition prizes to kick-off our special Arcade Action supplement.

For those who don't know about these games — what have you been doing for the past few years? — here's a run down of what you get.

Dig-Dug: Here you must tunnel through the earth, capturing tasty treasures for points. But watch out for your encounter with Poaka, a big, round monster, and Frygar, a fire-breathing dragon. They aren't at all friendly. Tunnel under them and crush these baddies with falling rocks.

Mr Dol: Guide Mr Dol around the cherry fields eating cherries and defending him with a super powerball against four types of monsters.

Pole Position: The race game to end all race games. Three races to enter, each with different levels of difficulty. You'll need quick wits and fast reactions to survive.

Pac-Man: Guide Pac-Man around the maze eating up the dots for points and avoiding the goblins. Touch one and you'll dissolve. You can only attack them after eating energy dots.

- Galaxions
- Asteroids
- Moon Patrol
- Earthquake
- Stargate
- Pac-Man
- Lunchpack

Name _____

Address _____

Commodore 64 Atari

C-VG/US GOLD/DATASOFT COMPETITION

True

False

1000000

1000000

★ ARCADE

● IKARI WARRIORS

It would seem that SNK is the first to capitalize on the success of the movie, and its faithfully dressed hero, with *Klari Warriors*—an odd name, but at least an early version it's possible that the English name hasn't been added yet.

You play a Rambo lookalike, and true to the film there isn't much of a plot. Just storm through the jungle knocking off the enemy without getting killed.

The start is impressive. An aeroplane crashes across the screen only to crashland with a belly flop. You crawl out, the only survivor, and immediately grab your gun and start blasting. Various objects and weaponry lying ready to hand on the jungle floor help in your quest. If you see a tank and it has 'IN' flashing on it, jump in. You now have an

C+ VG's Arcade Spy, Clare Edgeley, has pulled on her football shirt and joined the latest craze in the arcades — World Cup Football. She also casts her eye over the two most recent war games — Ikari Warriors and Mighty Guy.

The gateway is nearly always at the end of a narrow corridor which has to be negotiated safely before you can pass to the next section. That means dispatching the enemy, of course. It's much more difficult than it looks.



● **WORLD CUP**

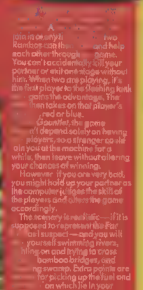
If you aspire to the dizzy heights of Ian Rush or don't get onto the football pitch as often as you'd like, you could get some training in at your local grounds.

Football, that internationally popular game, is about to reach its climax with the World Cup in Mexico City this summer. And if order notwithstanding, an opportunity exists for a football fever of a pitch. Thomson is launching *World Cup*—a simulation which is both realistic and exciting. The game is for one or two players, but take my advice: challenge someone to a game—it's more fun than playing against an inferior player and professional computer.

And so the crowd roars, the teams run onto the pitch and the two players take their places opposite each other. The whistle sounds and they're off, spinning the controlling track ball for all they're worth, watching on their respective teams' ledge, dribble and weave round the pitch, using cunning and strategy to pass the ball past the goalie and into the back of the net.

Corners, throw-ins, and fouls. The ref keeps an eye on the game and will call any player to book if these rules are broken. *World Cup* is as realistic as possible considering the boundaries of the machine. The game scrolls in all directions as you race across the pitch, and just in case you need help recognising the sector you're playing in, your position is highlighted on a miniature pitch to one side of the screen.

The player controlling the bull is marked by two arrows as the player nearest to the bull of the opposing team, it is up to you to force these players to freeze and take control of the bull. It's a great feeling if you pull off a really successful tackle as the unfortunate player may wish he's face down in the mud. And when you get the ball into goalposts, your opponent can't take control of it, so it's a good idea who will slide himself from one side to another to stop the bull flying past those posts.



PUSH TO JOIN

DEFLECTION



● MIGHTY GUY

As the numbers of Commando style games continue to increase, it was with a sigh that I started playing *Mighty Guy*. I imagined the market to be almost saturated with this type of game, though they all seem to be making their way into the arcade. Some are excellent, notably *Green Beret* and *Barbarians*. I wouldn't, however, recommend *Mighty Guy*.

The game starts, rather predictably, with *Mighty Guy* charging onto the screen. As he dodges round clumps of sparse vegetation you realise that his one natural weapon is his kicking power, though he does carry a laser gun which is more helpful. Anyway, *Mighty Guy* charges forward, to the left, a squad of five tanks appear from the top of the screen throwing what look like dog tags at him. Dodging these slow moving knives, *Mighty Guy* is loose on or two well aimed kicks and the tanks tumble backwards leaving the imprint of a tank in the sandy floor. It is only then that you realise how confining the graphics are.

What look like tanks are really the heads and shoulders of similar, but opposing, *Mighty Guys*. The game is viewed from an angled standpoint, but rather than giving a lower angle so that the objects can be identified, the graphics have been programmed so that you are looking directly downwards.

Having sorted out the tank problem - and, in fact, there are some tanks further on in the game (they still look like soldiers) - it's time to sort out the weapons power. Your gun's laser is for reaching and it's far easier to blast your opponents before they get within spitting distance. To make sure you don't run out of bullets, collect the weapons which lie around. These will give you more fire power.

Some animals have been made to change the scenery. You don't have to travel far before you reach the town, I've no idea what pleasures await you after that because, to be honest, I couldn't be bothered to find out.

If you want a military style game, there are better ones available than *Mighty Guy*.

● GET STAR

The others are taking over the solar system and only you can help. A familiar task maybe, as a robot you are virtually indestructible and the power that he have ordered you to use all the aliens in the five planets, and then to their motherland.

It's a daunting task as you *Night Snider*, the first planet you've been delayed onto. Travelling from left to right you take your first tentative steps and, almost immediately, come across some creatures which look very like the *Evil* from *Star Wars*. As this is the first planet, you don't have to waste very long to knock them out. Just a few well timed punches or kicks and they'd topple in a puff of smoke. Further on you'll come across some snakes crawling, and slithering out at least, jump up and punch them in their head to destroy them.

As you travel deeper into the planet you'll notice a number of locations which when collected give you extra weapons or power. You'll find a lot of firing.

The end of the screen is a solid mass of several sizes of alien robots. You've got to destroy them. It's not as easy as it sounds. You'll have to be successful in the will follow up and you'll wish to go to the second planet. It's going to be a little harder.

It is on this second planet, which is currently in the forces of under age, that you discover weapons power. A cross appears at random, jump and collect it before it disappears and you'll find your way up a peak for a short time with a machine gun.

Get Star from Taito is a pretty average game with good fast movement and some excellent graphics.

Much thought has gone into the graphics. For instance, each of the planets has a different colour, vegetation and mountains from its neighbours.

Gameplay itself is decent but not stunning. *Get Star* will probably end up being used as a brief interlude between games.



QUEST PROBE

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THE
**HUMAN
TORCH**

AND
THE

THING



by **SCOTT ADAMS**
with art by
RON WILSON and
JOE SINNOTT

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GOT A WHOPPER..?

ARCADE

ACTION

Get your trigger fingers into training and loosen some of those creaking muscles. Yes, there's good news for all you intergalactic record breakers. We've put together the world high scores on all your favourite games as compiled by Twin Galaxies International

Scoreboard in the States.

So get cracking as we want to hear from anyone who can beat these scores. Write into High Scores, Arcade Action, Computer and Video Games, 30-32 Farringdon Lane, London EC1R 3AU. Please include some hints 'n' tips if you can.

WORLD HIGH SCORES

Amidar	19,225,630	Arabian	159,750
Armor Attack	2,009,000	Asteroids Deluxe	2,269,230
Asteroids	40,101,910	Astro Fighter	18,280
Astro Blaster	29,100	Bega's Battle	120,000
Battlezone	21,851,000	Blueprint	126,900
Berzerk	91,070	Bubbles	1,566,960
Bosconian	2,913,510	Burger Time	5,944,700
Buck Rogers	1,016,495	Centipede	16,384,547
Burnin' Rubber	2,413,182	Cliff Hanger	1,180,000
Circus Charlie	300,000	Crossbow	4,300,000
Cosmic Avenger	117,290	Defender	72,999,975
Crystal Castles	869,441	Dankey Kong	874,300
Dig-Dug	4,129,600	Dankey Kong 3	1,500,500
Dankey Kong Jr	1,259,200	Elevator Action	60,500
Dragon's Lair	558,724	Fantasy	269,920
Eyes	23,222,220	Foodfight	101,103,300
Fast Freddie	22,269,540	Frogger	442,330
Frenzy	4,804,440	Galaga	22,220,000
Front Line	999,990	Gart	2,220,000
Galaxians	389,770	Gyruss	41,090,450
Gravitar	4,722,200	Jump Bug	80,000,000
Inter-Stellar	248,000	Kangaroo	850,330
Joust	102,192,000	Lady Bug	921,800
Jungle King	1,510,220	Lunar Lander	609,900
Kickman	4,875,665	Mad Planets	3,470
Leaping	1,469,970	Morvin's Maze	198,000
M.A.C.R.3	465,900	Missile Command	330,000
Major Havoc	1,477,478	Moan Cresta	69,739,020
Megazone	2,288,850	Monster Bosh	152,100
Manaco G.P.	10,000	Mr Do's Castle	228,400
Moon Patrol	1,214,600	Omega Race	421,780
Mr Do	5,535,550	Pleiades	2,809,750
Ms Pac-Man	820,320	Professor Pac-Man	1,164,900
Pac-Man	197,360	Qix	999,990
Phoenix	10,271,090	Reactor	1,666,604
Pole Position	67,260	Robotron	10,156,922
Pole Position II	87,530	Scramble	348,000,000
Popeye	1,439,430	SnopJack	999,250
Q*Bert	33,273,520	Space Ace	58,080
Rally X	1,202,730	Space Dungeon	770,866
Rip Off	92,890	Space Odyssey	10,555,520
Satan's Hollow	25,326,225	Star Castle	2,599,000
Sinistar	791,000	Star Rider	7,842,950
Solar Quest	200,860	Star Wars	309,830
Space Duel	623,720	Super Cobra	155,000,000
Space Fury	222,599	Super Zaxxon	198,470
Space Invaders II	425,230	Tozz-Mania	339,750
Space Panic	48,960	Time Pilot	1,325,180
Star Gate	71,473,400	Troverge U.S.A.	11,548,400
Star Trek	100,060,500	Tutankham	2,058,300
Subroc 3-D	605,500	Vanguard	1,736,000
Super Pac-Man	558,000	Venture	3,111,000
Tac-Scan	100,574,200	Wild Western	325,020
Tempest	1,728,329	Wizard of War	803,900
Tip Top	888,000	Xenious	1,215,000
Tron	12,883,638	Zaxxon	9,999,990
Track & Field	2,654,970	Zoo Keeper	3,839,950
Anteater	215,230	10 Yard Fight	14,337,220
		Discs of Tron	99,450
		Punch Out	388,000
		Spy Hunter	4,200,000
			640,000

All who enter the world of Nemesis do so at their own risk, though thanks to Tommy Mon and Jim McClure they stand a greater chance of survival.

NEMESIS-

Nemesis, based on Defender, is a game which requires patience and cunning. Its devious strategy has fooled many an intrepid explorer. To help, we have put together detailed hints and tips which should put you well on the way to victory and the destruction of the mothership.

At the bottom of the screen lies six boxes bearing the legends Speed, Missiles, Double, Laser, Multiple and

you'll be met by a fleet command ship which has to be destroyed before you can move to the next level. At the end of stage seven, you have to pass through narrow passages and destroy the brain which then destroys the mothership.

STAGE 1

You start off in deep space where you make your way to the top right hand side of the

screen doing the same kind of thing. Your priority now should be to get Missiles and Laser by the time you get to the first set of caverns.

Reaching the caverns after variations of the first part, you are confronted with aliens firing at you from the ground. Bomb them using your missile button and at the same time keep firing at the space craft.

We found this extremely difficult to master, but discovered that by sticking a match to wedge the left hand player's missile button it continued firing the bombs. While moving through the caverns, keep back to gain the full use of the Laser and try to collect Multiple every time it is displayed, you should be able to get three by the time you reach the volcanoes. When the background stops make sure your space craft is at the left hand side of the screen with all three Lasers pointing into one beam at the tip of the volcanoes. This will enable you to blast every meteor that comes out of them. Probably putting your score in the region of 80,000

Your next and final challenge in this stage is the fleet ship. This can be destroyed by maximum penetration into the mouth of the ship using the Lasers in a circular movement and avoiding missiles being fired at you. After all the bars in the mouth have been broken, and the jewel in the centre of the ship has been blasted, the ship explodes and the background fades away.

STAGE 2

You find yourself in a space scene looking very familiar to stage one. Your first line of discs appears from the bottom this time and at a faster pace. Your priority now is to get your fourth and final Multiple.

Reaching the stone maze there are pink balls which are stacked up blocking your path in certain directions. There are also some more of the familiar characters seen in the first section. It is a good idea to remain in the centre of the screen as you will find it more difficult to manoeuvre the ship out of tight spots.

Towards the end of this section you'll find a whole wall of these pink balls to destroy (shame you don't gain any points for it).

Once you have a passage established, go as far forward as possible and back on your self as soon as some snow flake like aliens come towards you. Firing your Lasers should get them all. The background becomes still again and you know that something's going to happen.

The snow flakes come at you this time at random from all over the screen. The best position to be in is the middle

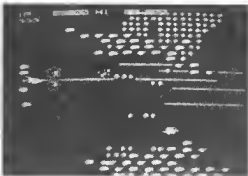
'2'. These are the weapons boxes, and are vital to your status.

As you enter the world of Nemesis, you are met by a number of challenging obstacles — aliens in fleets and domed launchers which fire rocks and ships at you. These reappear throughout the game, though each stage has its own peculiar aliens and obstructions.

At this early stage, shoot the orange aliens and pick up the power packs which appear in their place.

Speed is self explanatory. Missile allows you to knock out ground artillery. Double allows you to fire at 45°, as well as straight ahead though you can't have Lasers well. Laser wipes out anything in your line of fire. Multiple increases your firepower by four times, '2' gives you a shield which deflects missiles but fades after continuous bombardment. The best combination is to have two Speed, three Multiple, Laser and Missile to get you through to the end of stage one.

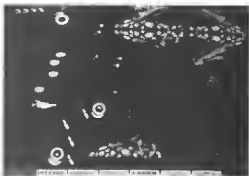
At the end of each stage



screen to be confronted by your first obstacle — a line of disc shaped objects hurtling at you. Open fire on them, remaining in the same position, otherwise you will miss one of the discs and lose one power point — and the confidence you need to win the game.

When you have collected the power point, take the option of Speed — you are going to need it.

Now, quickly make your way to the bottom of the



- THE PLAYERS GUIDE

of the left hand side of the screen with two Lasers above you and two below. This should act as a shield as long as your finger is pressed continuously on the fire button. Yes, you guessed it, back to the fleet command ship for this section.

STAGE 3

You're back in the familiar space scene. In this section your power point timing is essential because you have to opt for Double — it means that you lose your Lasers, but it is very convenient to be able to shoot the statues firing circular discs out of their mouths.

At the end of this section, having returned to Laser, position your space craft towards the right hand side of the screen where space craft will appear in fleets, launching missiles at you. They cannot be destroyed, but the space craft that are launching them can. Then there is the fleet command ship which again seems to get harder and faster as the stages progress.

STAGE 4

Back to space again. Right now we have reached some caverns pretty similar to the first ones. The difference is that there are more difficult disasters to overcome.

The first is an upside down volcano throwing out meteors. To get past this, remember the principle used before (stay back to the left and fire at the cone) but remember all the other objects firing at you from the ground. Passing this you will find that it is important to

remain at the left hand side of the screen as this allows you to manoeuvre backwards to allow more time to collect more points and avoid being bombed by alien ships.

When you get to the final stage of this section, it is necessary to knock out the launch domes in the roof of the cavern and return to the left hand side of the screen in the centre as the claw like ships follow a pattern around the screen from the top right along to the top left, down and across to the right, up half way and towards you.

STAGE 5

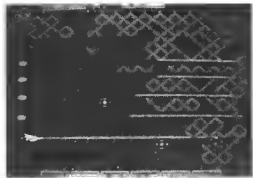
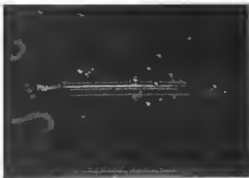
In this stage you go back in space. Your first priority is to regain your Lasers as these will be needed to destroy pink clouds with tentacles that await you. These can be destroyed by shooting the dark beads in the tentacles and then directing your fire power at the cloud — there are a number of these clouds before reaching the command ship.

STAGE 6

In this stage you enter a electrified web that you have to blast in order to get through — at the end of this section there is a cannon shaped object firing hundreds of orange balls, it is important at this stage to remain still in the centre, firing your laser into the opening of the control of the web.

there is an electrified fence which is only penetrable by going round, making sure that you don't get sandwiched by an alien coming from the opposite direction down the passage. Soon enough the fence will fade away and you are clear to attack the brain.

The brain controls of Nemesis and if it's destroyed it will distract the whole planet. This is achieved by shooting free the chains tying the brain down. Once



complete, there is a distant view of a floating city exploding.

Then it's back to the beginning.

Now you've got these tips, why don't you put them into practice? Zoom along to your nearest arcade and get zapping. We've got a high score for you to beat, too.

Tommy Mon one of London's most ardent Nemesis boshers can complete the game and start again. His high score is a mere 450,000. Can you beat that? Write in to High Scores, Arcade Action, if you can. Happy zapping . . . and good luck.

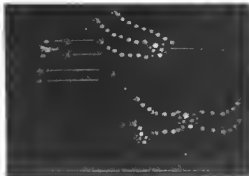
Tommy's not the only arcade king out there. Why not send us your tips on your favourite game and get named in C+VG.

STAGE 7

This is the final section. If you lose one of the eight extra men at this stage you might as well give up.

The setting is a green landing bay with gun ships at top and bottom. These are easy enough to destroy, the difficult ones to reach are in the trenches — it is necessary to go back to Double for this final part.

About halfway through,



Have you ever wondered where the ideas for computer games come from? It would be hard to miss the fact that a great deal of computer software is based on arcade games. C+VG's arcade spy CLARE EDGELEY reports.

Over the last two years a huge number of successful and popular games have found their way onto home computers either through licensing deals, ideas and themes that have been borrowed. The similarities between Atari's *Marble Madness* and Melbourne House's *Gyroscopic* cannot be missed.

The whole idea of using arcade games as a basis for computer games exploded in the summer of 1984 — Olympic year — with *Track & Field*. Konami's highly successful arcade game had you playing a number of sporting events including the hurdles, long jump and 100 metres. Punch the buttons to make you go faster and quality for each event first sounds familiar? It should. Hot on the heels of *Track & Field* saw a run of similar games on the Spectrum, BBC, and Commodore. Ocean was first to the tape with *Daley Thompson's Decathlon* which is played in much the same way, only this time you have to pump your joystick from side to side.

And, of course, *Daley's Decathlon* led to character licensing. It soon appeared that every man and his dog — well famous sporting personalities at any rate — were lending their names to sporting simulations of every kind. Nick Faldo's *Golf*, Steve Davis' *Snooker*, Brian Jacks' *Superstar Challenge* — a compilation of all sports events similar to *Hypersports*. The list is endless.

Another in the list is Frank Bruno's *Boxing* which originated from Nintendo's innovative and challenging *Punch Out!!* Elite has established quite a name for itself with some excellent licensed games — Frank Bruno was probably the first. It follows *Punch Out!!* closely and, like the original, has you fighting a number of opponents — each more vicious than the last. A knock-out must be obtained

before moving on.

However, it is as similar feature, other than the scoring system, is the way the opponents fight. Like *Punch Out!!* your player has his back to the screen facing his opponent. A clever piece of programming, giving a good effect.

Two other games were released at the same time as Frank Bruno — *Racco* from Greenlight Graphics and *Knockout* from Alligato. *Racco* is very similar to *Punch Out!!* in almost all aspects. Your player even has his back to the screen with the opponent facing towards you. *Knockout* is awful, and bears no resemblance to any of the games mentioned above. However, it is no coincidence that these three games were released simultaneously soon after *Punch Out!!* hit the streets.

Pole Position seems to be one game which has not lived up to the excellent original. Released by Atari, *Pole Position* the arcade game has proved a winner. It is several years old and yet is still a "steady earner" — you'll find it, or the updated mark II version in most arcades. A shame the computer versions were not starters.

The arcade game is a simulation of a Formula One race, and has you seated at the controls of a racing car while changing round the track at top speed. You need a steady hand on the steering wheel and a knowledge of when to use the brakes or when to change gear

RIP-OFF

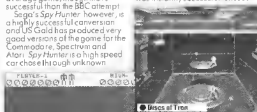
The track, with all its chicanes unfolds in front of you as you race round the qualifying lap, dodging and overtaking other cars while attempting to notch up a good time to gain pole position in the race itself.

Atari's *Pole Position* for the BBC was released early last year and did not come up to scratch. There's no cause as Atari's *Pole Position* is a partial Atari and shouldn't have experienced any difficulties in producing a first class game. It is a half-baked effort, the graphics are flickery and there is no challenge to speak of. DataSoft released the Spectrum version a few months later. It proved on average game, though more successful than the BBC attempt.

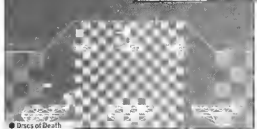
Sega's *Spy Hunter*, however, is a highly successful conversion and US Gold has produced very good versions of the game for the Commodore, Spectrum and Atari. *Spy Hunter* is a high speed car chase though unknown

level), try to catch the empties as they slide back up the bar and send fresh drinks to your impatient customers. Let a glass crash to the floor or serve too many drinks and you'll lose a life. It's no fun serving a load of drunkards. The graphics are simple and colourful and do ample justice to the original. Well done US Gold.

The blame for the flood of Kung-Fu games — both in the arcades and on home computers — can probably be laid at Irem Corporation's door. *Kung Fu Master* was one of the first martial arts simulations way back at the beginning of last year. It was instantly successful, unusual



Discs of Fire



Discs of Death

fonds with a posse of bad guys on your tail. They'll try to ram you, shoot you and, in short, will stop at nothing to destroy you. Shoddy as *The Italian Job* creep into the game at this point. If you manoeuvre your car to drive up the ramps of a moving lorry and into the back of it, you can pick up special weapons — rockets, smoke screens and oil slicks. At times you'll be called upon to make split-second decisions on your route — if a section of road is closed, take to the water. *Spy Hunter* is fast, addictive and very enjoyable in both formats.

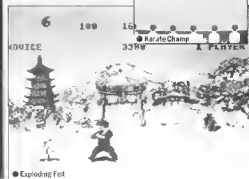
Tappers another US Gold conversion for the Spectrum and, again, closely follows the original as far as it is possible given the limitations of the Spectrum sound and memory. You find yourself playing barmy while trying to keep up with the drinking habits of your customers. They drink like fish and demand to be served immediately. With four bars to look after (and this is the easy

of the Irem and very playable. You take the part of Thomas anxious to rescue his kidnapped girlfriend Sylvia from the Devil's palace. Kick your way through a number of screens, defeating a master of a certain aspect of the art on each level.

Way of the Exploding Fist from Melbourne House was one of the first games to follow. Beautifully presented with much graphic detail, it proved a walk-over for most adepts at high scores.

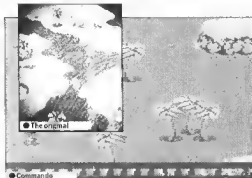
System 3's *International Karate* followed some time later and proved just as easy. It's played against different backdrops of famous skylines — Sydney Opera House, for instance — and is a comprehensive game with 16 different attacks, as is *Fist*. Perhaps if less detail had been given to the backdrops and more to action, both games would have been more of a challenge.

Imagine's *Yie Ar Kung Funs* a direct descendant of the Konami game of the same name



Exploding Fist

FOR OR SPIN-OFF?



Released for the Amstrad, Commodore and Spectrum, the game is an almost perfect replica of the original, though the Spectrum version is a little basic.

You play the part of Oolong who has to battle his way past a number of honourable masters before becoming the Grand Master. This all takes place against some highly coloured and detailed backgrounds, although to my mind the Spectrum version of the arc is too easy. It's harder on the arcade machine, but there are other games which offer a greater challenge: *Kung Fu Master* for one!

The tale of *Indiana Jones* differs from other games in that two companies have come up with the globe trotting archaeologist's name. In March last year, Mindscape/US Gold released *Indiana Jones in the Last Kingdom* for the Commodore 64 — an average game on all accounts. Help Indiana find his way through the six screens of the Last Kingdom to find a priceless artifact, while solving puzzles in order to move from screen to screen. It doesn't sound like that rocky hero from the film that we all know and love. This one sounds a bit wile!

Now take Atari's version — *Indiana Jones in the Temple of Doom*. It's an arcade game which has taken features from the movie and incorporated them into a well designed active game. Help Indiana free five children from the cages and escape in coal carts in a hair-raising ride. Finally, open a secret entrance behind the statue and make good your escape. Much more fun than rusty old artifice!

One game which suggests that Atari was desperate for a good idea is *Discs of Death*. One look at the game will tell any arcade connoisseur that this is a pretty awful attempt to parody

Discs of Tron — a successful arcade game in its time. The sad fact is that Atari had spent a bit more time on the game if they could have turned out a winner.

As it is, the graphics are sketchy, though the animation is smooth.

As in the film, an arcade game, the idea is to flip discs at your opponent and kill him before he gets you. Balancing on a floating platform, you can leap to two adjacent platforms to dodge the discs being thrown at you. Atari has got the game right but there is something missing — addictiveness, perhaps. Anyway, *Discs of Tron* has been around for about three years, so why did Atari choose to release its version this year?

To pretend that *Gyroscope* has nothing to do with Atari's *Marble Madness* is a bit of a joke. *Marble Madness* is a relatively new arcade game and is extremely unusual. The landscape is 3D, angular and dissected into grids with lots of slopes and ledges. Control a rolling ball down the slopes while going over the edge. Control it by a trackball which adds to the fun as the ball seems to have a mind of its own.

Melbourne House's *Gyroscope* on the Spectrum and Commodore 64 is almost exactly the same, though the controls obviously differ. This too is an excellent piece of programming, and play is as near to the original as possible, though there are one or two changes in the graphics.

The 3D grid style landscape seems to have caught on, though Hawson Consultants's *Quozotron* looks, at a glance, very similar.

Almost a year after *Mike* the arcade game was released, Imagine got round to releasing its version for the Spectrum. And a reasonable one it is too, though it's a bit too well for my taste.

This absurd game takes you back to the classroom — a place which most of us are keen to escape. You play *Mike* and must

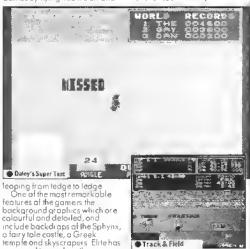
get a message to your elusive girlfriend.

And now it's time to catch up once again with Elite. Over the last few months it has gone into licensing in a big way and has produced some excellent games. One such is *Bombjack* for the Spectrum, Amstrad and Commodore 64. Originally licensed by Teknon, *Bombjack* did very well for itself a couple of years ago in the arcades.

You play the part of a caped bear — that's what he looks like — and must collect bombs which are dotted around the screen, while avoiding an assorted bunch of neshes. Collect the bombs by flying into the air and

Ramba is a puny character with a large arsenal of weapons and sparse graphics. His mission is to rescue his friend Banks from a POW camp set to the north of the start point. Sign your way into the camp, rescue Banks, take him to the waiting chopper, go back to rescue the remaining prisoners, return to the chopper and home. With a character license this large I felt very disappointed when I saw the computer game.

Last but not least is Imagine's *Green Beret* based on Kanani's arcade game of the same name. It's great fun, follows the original implicitly and is very playable. You play a crack commando and have to rescue some prisoners.



leaping from ledge to ledge. One of the most remarkable features of the game is the background graphics which are colourful and detailed, and include backdrops of the Sphinx, a fairy tale castle, a Greek temple and skyscrapers. Elite has managed to produce the same effects — both graphically and in game play — on the Spectrum. The programmers should be congratulated. A simple and addictive game.

And now for the battle of the reactionary rebel forces. It is all the fault of Capcom's original game *Commando* that we have now got a situation where there is almost a glut of one-man against-on-army type games. Probably the most popular craze since sports simulations, arcade manufacturers and software houses alike are leaping on the bandwagon. Elite got there first with its version of *Commando*. A very good replica of the original. The idea is to storm through enemy territory and eliminate the rebel forces. Equipped with only a machine gun, lockers or a needled if you are to prove yourself a hero.

The game seems universally popular, more so than *Rambo: Oceans* an offering based on the film.

he'd captive four levels into the game. Rebel storm troopers do all they can to kill you, but persevere, you might even get as far as the missile launchers! A difficult game and highly playable.

Imagine's programmes must be praised on their close attention to detail whenever they put out a licensed game.

The same point must also be made on behalf of Elite programmers. Elite is about to launch a version of Atari's *Paperboy* — an unusual game concerning the antics of a frustrated paperboy.

Ths long list of games shows that close attention is paid to new releases in the arcades by software houses.

Let's hope that rather than drawing customers away from selling towards licensed games will encourage more people to visit their local arcades to play the original versions of their favourite games.

Ghosts' n'

Heading your way is a right knight fright — Ghosts'n' Goblins, the latest arcade conversion from Elite.

And to help you survive these blood-chilling knights of armour, those gallant gentlemen of Elite have provided us with a preview of the game and a few hints as to what to expect in later levels.

If you go down the woods tonight, you're making a big mistake. For you'll meet fiendish creatures of the dark with evil on their minds.

Ghosts, goblins, the walking dead and all manner of nasties are out to prevent our hero knight rescuing his damsel in distress.

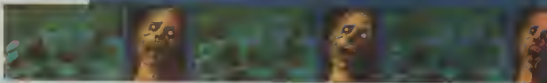
Capcom's original *Ghosts n' Goblins* game in the arcades was a vast creation. There were so many screens to this epic, it was doubtful if anybody managed to complete the game. And even if they had, it would have cost them a small fortune.

For the computer version of *Ghosts n' Goblins*, Elite has taken a selection of the very best screens.

The opening scene is a graveyard. The atmosphere is sinister and eerie. A princess who has been tending the wounds of a loyal knight is abducted by an emissary of hell.

The knight, dressed only in his undies — no, they're not made of chain mail — sets off to rescue her.

As he sets out, he finds a suit of armour. On he moves into the graveyard. Almost immediately the undead rise from out of the ground and close in on the knight. Let these gruesome creatures tour you once again and the knight is unclothed. Let the evil creatures



n' Goblins

touch our hero again and he crumbles into a pile of bones.

There are four levels of the game to complete before you can enter the castle and try and rescue the Princess.

Level 1: The game starts in a graveyard. The main hazards

to avoid here are the zombies. Of course there may be one or two other nasties lurking. It's then into a deep dark forest where forest demons lurk. An angry guards the door to the next level.

Level 2: It's into the land of the elves. Watch out for the orges.

Level 3: The undead rise from the ground again to hinder the knight's progress. Evil devils are also encountered and a dragon guards the way to the next level.

Level 4: A perilous bridge and another dragon must be faced before you can enter the castle. The Castle: Your task now is to climb ever

upwards, facing elves, zombies, orges and dragons. But you can't give up. The princess is still in peril.

Ghosts n' Goblins is the latest in a successful series of Elite games culled from the arcades.

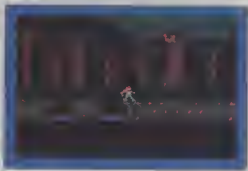
First there was *Commando*, the all action blast 'em-to-hell and bark game, which was voted the best arcade-style game in the Computer + Video Games Golden Joystick Awards. It was the Christmas number one best seller.

Heading up the charts right now is *Bomb Jack*, another Capcom game. Jumping Jack, a cute caped crusader, has to collect a series of bombs while avoiding nasty knights and robo-birds with a powerful perk. The action takes place against four splendid recreations of the arcade barksdrops.

Next in line for the Elite treatment is *Paperboy*. This is a great game but didn't really get the exposure it deserved in the arcades, mainly because the game required a special machine with handlebars on. And they're expensive.

The game involves you playing the part of a paperboy, braving life and limb on a bike in the American suburbs. The action is spread over seven days of deliveries. You must avoid cars, fighting neighbours, Hell's Angels etc.

You score points by hurling papers to your regular



customers.

Now here's your chance to win a package of three of Elite's converted arcade games — *Commando*, *Bombjack* and *Ghosts n' Goblins*. There will be ten top winners.

What you have to do is draw or paint a picture of the gallant knight from *Ghosts n'*

Goblins in battle with some of the evil creatures of the game.

Send your entries together with the printed coupon to *Ghosts n' Goblins* Competition, Computer + Video Games, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is June 16th.

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BOUNCER

● BBC B

● By Paul Maddison

● Bounce into summer with Bouncer for the BBC B. It's a game in which you'll drop until you pop.

Using the Z and X keys to move left and right, you must control a ball which bounces downwards from ledge to ledge in a factory chimney. On the way down you must collect ten keys.

Once these have been collected you enter the final screen in which a spider lurks. You have to dodge this lethal leggy to complete the game. All this is done against the clock.

There are three ways in which the bouncing ball can be popped — by dropping too far, running out of time and by the spider.

Although the game is against the clock and the natural reaction is to go as fast as possible, we find it's best to take things carefully in order to collect the keys.

Advice: If a disk interface is fitted type in the following: For 1½" PAGE TO: TOP; ? (1½" + &400 - PAGE) = ?

1½" NEXT (RETURN)

PAGE - &E00 (RETURN)

* TAPE (RETURN)

CHAIN" " (RETURN)

Variables and Procedures
P — used to generate a sound when dropping
Q% — used to print side walls
R% — random number used to print platforms
RR%, RRR% — used to print keys
T% — time limit

X% — X co-ordinate of the ball
Y% — Y co-ordinate of the ball
KEY% — number of keys collected
DROP% — checks to see if ball is dropping. If it is then it disables movement

DURATION% — duration of note for tune.

DIRECT% — sends spider up or down

PITCH% — pitch of note for tune

SCORE% — score

SCROLL% — how far the ball has dropped

SPX% — X co-ordinate of spider

SPY% — Y co-ordinate of spider

FLAG% — determines whether to print a platform or a space

SAFES — the final exit graphics

SP — string of 20 spaces used to scroll the screen upwards

PROCTITLE — used to print initial screen

PROCINSTRUCT — instructions

PROCSCREEN — draws initial chimney screen, walls and ball

PROC'DROP — scrolls the screen up-

BOUNCER

wards and prints new platforms and perhaps a key
PROCKEY — registers you have a key and adds 10 to score
PROCIDIE — flashes screen on death
PROCEND — asks you for another go
PROCDROPZ — drops the ball when in warehouse
PROFINITO — plays a tune and displays your score if you complete the game.

[illegible]

```

UP 128 GOTO 50
180 DEFPROCROP
190 LET SCROLLS=SCROLLS+1;LET FLAG=F
200 LET FLAG=2 THEN LET FLAG=0
LAGN,1;1F FLAG=2 THEN LET FLAG=0
210 LASTTAC=VX:MOVEX,N;LASTY:GCOL;6;VDU228;
0;VDU228;MOVEX,N;LASTY:GCOL;6;VDU228;
VDU;COLU1
220 IF FLAG=0 THEN PRINTTAB(NX,31);S
TINGS(1,CHR$229) ELSE PRINTTAB(NX,31);
230 RN-RN*64;PRN=64*IRND(1)-1;1F R
ND(100)420 AND FLAG=0 VDU5;MOVEX,N;R
6;GCOL;3;VDU231;VDU4
240 SOUND,1-.15;100-P;1-P-P-5 VDU5;MOV
EX,N;YK=32;GCOL;0;VDU228;MOVEX,N;GCOL 0
6;VDU228;VDU4
250 COLUUR 7;COLUUR 128;PRINT TAB(17,
0);TX;IF TX<100 THEN PRINT TAB(19,0);"
260 ENDPROC
270 DEFPROCDEFINE
280 VDU23;228.60;126.231;223.221.255.
126.60
290 VDU23;229.255;255.191;237.239.75.
1.1.0
300 VDU23;230.247;247.247.0.255.255.2
55.0
310 VDU23;231.0.0.0.229.191.220.0.0
320 VDU23;232.0.24.36.126.189.146.129
129
330 VDU31;8202.0;0;0;
340 ENVELOPE1,3.0;0.0.0.0.121.-10.-
5.-2.120.120
350 ENVELOPE2,2.0;0.0.0.255.3.0;0.
255.125.0
360 SCROLLX=0;TX=500;KEY=0;SCROLLX=0;
PLAN=0;CROPFA=1;P;CX=640;Y=512;SP8=5
TINGS(19,"";SAFE$="";CHR$10;CHR$8="CH
R$8;"
370 ENPROC
380 DEFPROCSCREEN
390 FOR X=0 TO 15;COLUUR 1;PRINT TAB(
RND(14),31);STRING$(CHR$229);PRINT TAB
RND(14),31);"NEXT
400 FOR QX=0 TO 30;COLUUR 1;COLUUR 13
3;PRINT TAB(Q,NX);CHR$230;TAB(18,QX);CHR
$230;NEXT;COLUUR 128
410 VDU5;MOVEX,N;GCOL;6;VDU228;VDU
420 VDU5;MOVEX,N;YK=36;GCOL;6;VDU229;
VDU4
430 ENPROC

```

BOUNCER

```

850 DEFFROCKNEY
850 SOUND 2.1.60.20
860 VDU1:MOVEX,YN:GOLD.0-VDU229:MOV
EXN-32.YN:GOLD.0:VDU231:MOVEXN-32.YN:GC
OLD.0:VDU231:MOVEXN,YN:GOLD.0-VDU228.VC
DU
870 LET KEVY=KEVX+1:LET SCOREX=SCOPEN
-10
880 ENDPROC
890 DEFPROCDE
900 TIME=0:REPEAT FOR IX=1 TO 15:VDU1
9.1X,RND(15):0:SOUND 1.-1X,IX:TEXT:0R
TIL TIME>500
910 ENDPROC
920 DEFFROCKNEY
930 SOUND.2.4.18:FOR IX=1 TO 150 STE
P 5:VDU19.0.0.0:PRINT TAB(10.311:STRING$
(20,"")-NEXT
940 VDU19.11.610:COLOUR11:PRINT TAB
(4.11)."Another bee"
950 REPEAT:G=GET:UNTIL G=89
960 VDU19.10.110:COLOUR10:PRINT TAB
(15.18)."Y"
970 FOR IX=1 TO 1000:NEXT
980 ENDPROC
990 VDU19.13.110:COLOUR 121:CLS:VDU2
8.5.19.16.11:COLOUR 128:CLS:VDU19.15.15:
0:COLOUR15:PRINT" WELL DONE!"-VDU19.16
.610:COLOUR16:PRINT"
re yourself for the final screen"
1000 MOVE 240.376:GOLD.4:DRAW 1006.37
6:DRAW 1096.676:DRAW 240.676:DRAW 240.37
6
1010 RESTORE 660
1020 FOR IX=1 TO 12:READ PITCHX,DURATI
ONX:IF PITCHX=OTHER SOUND.0:PITCHX,DURA
TIONX:GOTO 610
1030 SOUND.15.PITCHX,DURATIONX
1040 NEXT
1050 GOTO670
1060 DATAG9.4.89.4.109.4.109.4.117.3.1
21.3.11.3.121.3.117.6.0.3.129.6.137.3
670 VDU28.0.31.19.0
1080 COLOUR126:COLOUR1
990 PRINT TAB(0.311:STRING$(100,"")
700 PRINT TAB(1.311:CHR$229-CHR$229
710 PRINT TAB(0.311:SP$
720 PRINT TAB(3.311:CHR$229
730 PRINT TAB(5.311:CHR$229-CHR$229+C
HR$229-CHR$229

```

```

740 PRINT TAB(0.311:SP$
750 PRINT TAB(8.311:CHR$229-CHR$229
760 PRINT TAB(0.311:SP$
770 PRINT TAB(7.311:CHR$229-"*CHR$
229-CHR$229
780 PRINT TAB(12.311:CHR$229-CHR$229+
CHR$229+"*CHR$229-CHR$229-CHR$229+
CHR$229-CHR$229-CHR$229
800 PRINT TAB(0.311:SP$
810 PRINT TAB(15.311:CHR$229
820 PRINT TAB(10.311:CHR$229+"*CHR$
229
830 PRINT TAB(0.311:SP$
840 PRINT TAB(13.311:CHR$229+"*CH
R$229-CHR$229
850 PRINT TAB(11.311:CHR$229+"*
CHR$229-CHR$229-CHR$229
860 PRINT TAB(11.311:CHR$229-CHR$225
870 PRINT TAB(0.311:SP$
880 PRINT TAB(0.311:STRING$(20.CHR$22
9)
890 PRINT TAB(0.311:STRING$(15.5P$)
900 COLOUR1-COLOUR138:FOR Q=0 TO 23:P
RINT TAB(0.Q1:CHR$230:TAB(19.Q1:CHR$230
NEXT:COLOUR 128
910 COLOUR132:PRINT TAB(1.22):SAFE$:"
OLOUR128
920 YN-64.YN-928-5PYN-41:SPYN-20:DIREC
TN-1
930 VDU5:MOVEXN,YN:GOLD.6:VDU228.V
940 IF INKEY-98 AND YN-64 AND DROPN-
VDU5:MOVEXN,YN:GOLD.6:VDU228:VDU1:LET
XN-32:VDU5:MOVEXN,YN:GOLD.6:VDU228.V
DU
950 IF INKEY-67 AND XN-1152 AND DROPN
-1:VDU5:MOVEXN,YN:GOLD.6:VDU228:VDU5:LE
T XN-32:VDU5:MOVEXN,YN:GOLD.6:VDU1.V
DU
960 IF POINT(XN,YN-36)=0 AND POINT(Y
N-36,YN-36)=0 THEN DROPN=0 ELSE DROPN=1
970 IF POINT(XN,YN-36)=0 AND POINT(YN
-36,YN-36)=0 THEN PROCDE
980 IF POINT(XN,YN-36)=1 AND POINT(XN
-36,YN-36)=1 AND SCROLLX=8 THEN SCROLLX
=0 ELSE IF POINT(XN,YN 36)=1 AND POINT(X
N-36,YN-36)=1 AND SCROLLX=8 THEN PROCDE
:PROCDE RUN
990 IF POINT(XN,YN-36)=0 AND POINT(XN
-36,YN-36)=0 THEN DROPN=0 ELSE DROPN=1

```

[illegible]

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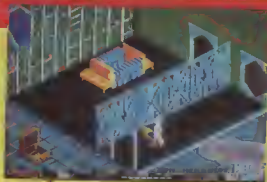
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FITBA CRAZIE!

Two, four, six, eight, who do we appreciate? Well, C+VG, of course. As the world is gripped by football fever, Simon Inglis proves to be on the ball with a special round-up of all the computer football games available.

Which so much attention lavished on this month's World Cup in Mexico you might think there's enough football on our screens as it is, without harping on about football computer games. But the fact is that although games manufacturers continue trying to milk the national sport—another three this year takes the total to over 20—most of them aren't much more fun than a goalless draw at Arsenal. And very often the ones that are worth trying are the ones least publicised. Take managerial games for instance. Everyone has heard of Kevin Tomlin's *Football Manager*, mainly because *Addictive Games* has a strong marketing muscle. Reported sales of over 150,000 make it easily the best seller in this field.

Yet its lesser known rivals are actually more challenging and amusing.

The Boom from Peaksoft, for example, with claimed sales of over 90,000. You must tackle realistic financial problems familiar to any soccer buff—like repairs from riot damage, rare demands from the council and so on, while favourable comments from pundits like Jeremy Hill play havoc with your team's morale.

But then the game spoils itself by allowing you to buy any player you want from your seat week's opponents, a gambit not even tried by Malcolm Allison in his heyday!

The trickiest managerial game is *United from C.C.S.*, which has horribly inflated prices for players—£2 million for a goalkeeper would foster even Ron Atkinson those days—but allows you to play defensive dirty on a scale of 1-10, and you can patch in appearances and sell them off for a quick profit.

Big League Soccer from Viper, which arrived last year, has cleaner graphics but goes to the other extreme by underestimating players—Gary Bailey for £25,000! Surely he's worth that last! And what a tedious format. Playing 42 games per season may be realistic but it takes an age to play, especially as you have to select each team from scratch for every match.

Football Manager scores because it has a good balance of challenge and reward. If we're honest, no one would play any game for long if it like most football managers, you end up nowhere having won nothing all season.

With **Football Manager** you have to be pretty wily not to do well at beginner's level. Alone amongst the managerial games each match has its own graph display. Others just show minutes by minute scores.

The trouble with the howlers is that you can only sit back and watch the action—like a real manager—and after the first few matches it's tempting to keep popping out for a beer or a pint.

None of the players ever gets next off.

or lead for drunken driving, which makes it all horribly realistic.

The latest managerial game on the market is Virgin's Official F.A. Cup Game, which is great for a crowd to play—well, eight people anyway—but on your own is somewhat less demanding than finding room on the terraces at Torquay.

Once you've selected six teams to manage, the only other decisions to make are to choose between three sets of tactics and to alter manually a few tactical options.

Meanwhile, in between matches, the computer churns out a load of ridiculous newsflashes which are supposed to affect your team's morale. Flashes such as: "There is no news about your team at the press this week" and "The club's facilities among players is 100 years old today." Big deal! Unless of course the centenary is still playing.

But the biggest anti-climax is the Final itself. Having teased you with a rendition of Adele with Meant's picture of Wembley, once the Final is over the game stops—no cheering, no preservation, no wily, exotic graphics.

Now if you really want to avoid excitement, buy *Liverpool* (not enter only). Presumably the drawing and that's it. A winning game on the entire market and so on (but to the name of this great football club). I like Tony Doochery, you can't cope with managerial games for very long. *Adrian's* *Football Quick Quiz*, with questions by the yearbook's editor Peter Dunk, is a pack of lies!

Although the version I played had none show managed to get all the categories mixed up. The non-League section was all about the FA Cup and the European section was all of soccer trivia.

For sheer enjoyment I much preferred *Answer Back Sport* from Kismet, which not only includes questions on cricket, rugby, boxing, golf and tennis as well as soccer, but also has two action games of soccer and tennis in between quiz rounds.

For this reason I can just forgive them for misquoting the name of Liverpool's immortal manager Bill Shankly.

A cheapo quiz game available by mail order from Mariamman Software, *The Ultimate Soccer Quiz*, is ultimately rather simple and dull, which might explain why the makers felt bound to slip in totally irrelevant scoreflashes from a fictitious game between Spurs and Everton.

Of course the harder part of soccer to simulate is the actual game itself—hard enough for real professionalists nowadays—and in the respect some of the software



hooves have come down in many own goals.

Glenn Hoddle's Soccer from Amstrad offers routine entertainment but little more. It was for one way just to walk the ball into the opponent's net—not one of Glenn's specialties. For me, the sheer misadventure of the goalkeeper with the game shirts at the rest of the team, a practice which was banned 77 years ago.

The ball in Bobby Charlton's Soccer created by D.A.C.C. was so tiny, control was so hard and the instruction to kicking in one vital point that I had to turn to Bobby's very self-conscious message on the other side of the cassette for encouragement, before nipping the makers to find out how to proceed. If you too get stuck, the way out is by pressing C twice.

World Cup Football, like the FA Cup game, a good first for a whole crowd, especially those old enough to remember Bobby Moore, who is still featured on the cover. Alan Kaye's son told Archie that Bryan Robson is the current England captain! Or did great footballing nations like Portugal and Hungary deserve it and not rather more than Gopura and Tennesse.

A quick scan of the rule book would also inform Archie that a player cannot throw the ball up to himself!

Which is where Andrew Spencer comes in. He apparently knew nothing about football until he read the rule book and then proceeded to write International Football from Commodore which also comes as an Amstrad version. You can hardly hurt your knee about the goalkeeper, as well as getting your men to head the ball.

The graphics and sound are outstanding and the player movements easily recognisable. My only criticism is that both users wear black shorts.

International Soccer's closest rival is Match Day from Ocean which also sports goal graphics and the Match of the Day theme tune.

Unfortunately the computer seems to play some odd tricks, the odder being to make its players run away from open goals and kick the ball into touch. The right year for four games on my part however, since I seemed to be totally incapable of leaving the computer in the tackle.

If you don't have a Commodore for International Football, Match Day for the Amstrad, BBC or Spectrum are the best of the rest.

Natalie of us as soccer as a team game however. There are some of us who delight in pouring over statistics and records, and some who use computers to help run their own leagues. Yes, people do actually play the real game.

For a couple two Spectrum programs from the Spartan Sports Association—Club File and Tables—are valuable aids.

I also liked League Table and Champions, both from Football Follower, which work out performance and list winners (and for pool purists) and another Spectrum home-produced program called Tables which enable you to keep up-to-date records for the entire Football League and Scottish League, from Football Software.

Real that none of these information packages will help you win a fortune on the pools, and I'm pretty sure none of them will make their creators very rich either. We'll leave that side of soccer to

our boys in Mexico. Long may they be needed to enlarge the next crop of football computer games.

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C64 16, Amstrad, MK, BBC, Electron, Dragon

Tandy, Spectrum 16 15-18 15

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Simon Wright writes on football for the Guardian and Observer. He has written three books on football and is currently the official historian for the Football League's Centenary History. His second book, The Football Grounds of England and Wales, has sold over 20,000 copies to date and has been widely acclaimed. His latest book, a history of British football grounds, has also caused great interest. And are published by Collins. His new series on BBC Computer and his record score at Hopper is 28,540.

Amstrad, BBC Spectrum 17 15-

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East and West are separated by the mythical Iron Curtain and numerous ideological differences. But when it comes to creating computer entertainments, people on both sides of the great divide have remarkably similar ideas. Here C+VG looks at two well known software development teams in the USA and Hungary. California's glitzy LUCASFILM operation and ANDROMEDA SOFTWARE, behind the Iron Curtain in Budapest.

EAST



How do a bunch of programmers who've never seen a golf course, let alone held a golf club, create the ultimate golf simulation? C+VG editor, Tim Metcalfe, visited the Hungarian Andromeda Software team in Budapest to discover just how they did it.

Amelsoft's superb *Golf* simulation has been under development for many months in different locations in and around Budapest.

Not that it had to be done in secret for fear of police raids on ideologically unsound programmers. It's just how the Andromeda operation works.

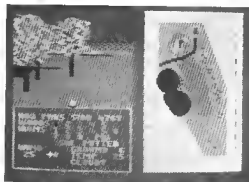
Groups of programmers work together on games designs using the Andromeda offices in a Budapest backstreet as a meeting place where thorough programming problems are hammered out with Andromeda boss Donat Kiss and his team.

The *Golf* group were just one of several teams of programmers developing games for Andromeda and the G.R. software labels.

Golf was the brainchild of games designer David Bishop who heads the Tigers Marketing concern, and Amelsoft's Ashley Grey.

Then aim was to create the perfect golf simulation. Getting the game perfect has taken time. After all, C+VG first saw the game in a completely working form last September. It's taken since then to simply get the fine tuning of the program done to the satisfaction of Messers Bishop and Grey.

So how did the Andromeda programmers get to grips with a game they've never seen or even played? To begin with they were supplied with videotapes of the golf classics ferried over by David Bishop—who also supplied details of the courses, and even took a golf club and golf balls with



him on one of his numerous trips to the Hungarian capital.

David had designed the game to feature four of Britain's top championship golf courses, including The Belfry, Wentworth Old Course, St. Andrews and Royal St. Georges, Sandwich, plus a *Golf Construction Program* which enables the player to create his own course. Either something resembling a crazy golf course or then local course.

The programming team went to work on the design and came up with the superb simulation which was launched on an unsuspecting world last month.

The main problem areas appeared to be judging the power of the players' swing and how the ball bounced. Early versions were a novice golfer's delight. The ball flew for miles with just a tap of the club and the ball bounced around like one of those compressed rubber Superballs!

That's where the videos came in useful—giving the programmers a feel for the real thing.

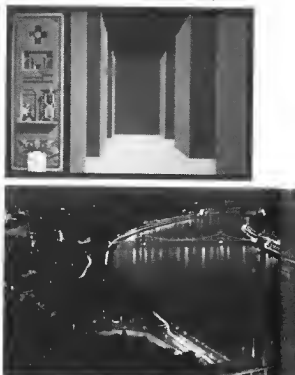
Golf is just the latest in a long line of games from the relatively unknown Andromeda team. Probably their most famous game to date came out of the collaboration between Domark and Ian Livingstone which created the

adventure with the £25,000 prize tag called *Emeka!*

They also created games for the Creative Sparks label—*Bird Meets* probably being the best known—and the defunct K. Tel label. Then came *Tour De France* an excellent simulation of the classic cycle race which was produced for Activision.

More recently the collaboration with Amelsoft has produced the excellent *Wild West* graphic intensive adventure, *Sanctus Andromeda* a space strategy game, plus *Golf* of course.

Ironically these just isn't a games culture in Hungary. C16's



meets WEST

are used in schools — but the Commodore 64 is regarded a business machine and only used for games by very few owners.

This is probably due to the extremely high price of machines in Hungary. You can get a Spectrum but it will cost you in the region of £350-£400!

Computer shops are in evidence in shopping areas — some owned by the government and some by individual companies sponsored by the State. Novatrade, Andromeda's parent company, has recently opened a new computer shop which would look at home in London's Tottenham Court Road thanks to its hi-tech design and range of hardware and software available. But again it's mostly business oriented.

One of the most interesting groups associated with Andromeda is Czar's studio. It was Czar's team who produced *Wild West* and *Starship Andromeda* — and Mazzorotti's *Cesar the Cat* game.

Under the eagle eye of Czar's the team are producing some interesting stuff. Like the animation system they use in their games which works a bit like a jigsaw puzzle. The computer pulls the bits of graphic it needs into the screen at the appropriate time.

Hungary has a long tradition in cartoon animation and the Czar's Studio is taking it into the micro-chip age.

Like David Fox at Luserfilm, Czar is talking about games that are more interactive and that suck the player into an event or situation.

Great minds think alike they say — what could happen if East ever gets to meet West?

Horrible aliens and charismatic heroes. Space ships streaking across multi-coloured galaxies with their lasers blazing. These are just a few of the images that come to mind when you mention the name George Lucas.

Founded by the smash *Star Wars* movie his LUCASFILM empire is a company expert in stunning special effects and heart-stopping action. The same goes for LUCASFILM GAMES, a fully-fledged member of the LF family.

C's VG's American correspondent Marshall M. Rosenthal paid a visit to sunny San Rafael, California to discover a few secrets. He took the pictures too.



David Fox was so impressed by the special effects used in the movie *Star Wars* he decided that one day he would work for the company that created Luserfilm. In September 1982 he was hired as one of the first programmers games designers of the then very new Luserfilm Games division.

Fox became involved in developing two new games to be marketed by Atari. They were to be "super" hits, 32K programs that fooled the Atari computer's 16K limit for cartridges (a technique called bank switching).

"The atmosphere was open with

no set rules," says Fox. "We were free to experiment and play around."

The two projects became *Battlizer* and *Rescue on Fractalus*. *Battlizer* had a split screen with three-dimensional views to enhance a futuristic version of soccer. *Fractalus* flew you around a planet in search of downed pilots, fighting off gun emplacements, and even encountering alien-in-sheep's-clothing!

Fractal graphics created quite a stir. Imagine, three-dimensional scenes which never repeated itself, yet was consistent and believable.

Atari was planning to release both programs sometime in late 1984, but then the house fell in. Atari went nader, and both games went into limbo.

"What we did then," says Fox, "was coordinate with the Epya company. We decided on a disk based product. Now we could use more memory for refinements like opening graphics and a high score table."

Fox mentions that a program goes through many changes before it is finished.

"George (Lucas) came in one day and saw something the rest of us didn't notice about *Rescue* —

Continued on page 78



• Budapest



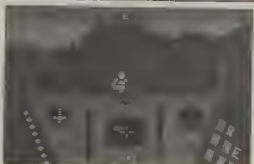


that it had no "action" to resolve. We were so excited about the flying effect, with all the mountains and sound, that we hadn't considered adding "shoot-em-up" elements. But by looking at the game with a fresh eye, we could see that the player needed to do more than just fly around. Though it is pretty neat! Having a weapons system improved the game play.

Meanwhile, *Balblazer* was almost finished, in fact it almost seemed that it leapt fully grown from concept to software reality."

light that evokes a sense of wonder. The program features a number of innovations, not the least being the music that plays during loading sequences — helping to remove that "waiting" syndrome.

But the most interesting of all is the large size of the onscreen characters. "We got tired of all those tiny, tiny figures," says Fox, "so we developed ACE (Animation Cell Editor). This program lets us create cell animation similar to that of hand-drawn cartoons. We can create 'bits' of animation, like a



• Koronis Rift

Protective devices flit to and fro on the planet, trying to fry you.

Careful planning is necessary, for only experience can tell what equipment will lead to success.

"A number of changes were incorporated in *Rift*," says games designer Ron Gilbert. "We like what the fractal effect did for *René*, but wanted the mountains to have a sense of distance, not just popping up on you. We created a better feeling of depth by having the landscape enlarge gradually." Gilbert notes that this realism is also enhanced by a shading

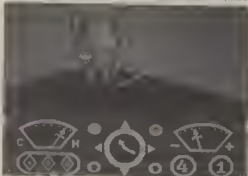
technique they developed.

The game requires strategic thinking as well as a quick trigger finger. There are controls to monitor, directions to search, and artifacts to find and inspect.

"We're very happy with the speed of the game-play too," Gilbert adds. "All that onscreen action requires a program that moves along as fast as your reflexes. *Rift* is really great."

New projects at Lucasfilm Games are shrouded in mystery. But C+VG can reveal that at least one new game is going to be based on a new movie starring an amazingly famous puppeteer. Watch these pages for more details nearer Christmas!

Author's bio: When not operating his commercial photography studio, Marshall M. Rosenbaum is a journalist for a number of domestic and overseas publications.



• The Eidolon

New ideas becoming reality. You wonder about this as you enter the dusty old mansion, and peer at the crumpling diary left within a secret workshop. It reveals a world of wonder that can only be penetrated by a strange device, the *Eidolon*.

The machine sits there, adorned with ornate symbols and dials. Entering, you push the lever and are engulfed within a mesh of power as the room whirls and spins about. The dizziness ends to find you staring out at a seemingly endless cavern of tunnels and passages.

Strange balls of fire career off the walls, as colourful gems tempt your eye. A myriad of creatures pass by, some humorous while others seem not too friendly. And all the while there's the feeling that something is sneaking up behind you.

You must gather the gems and face the dragon of the cave, in order to move onward to the next level. How this is done is a mystery that each person must solve for himself.

The *Eidolon* is more than just fractals turned upside down. The walls twinkle with an intermittent



dragon's head, and merge it in place with other segments also animated. So the dragon can twist his neck, blink his eyes and move his wings all at once. Additionally, each animated segment moves along with the other sections for a fluid look."

Koronis Rift takes you out of the sky and puts you behind the steering wheel of a land rover. You are a space scavenger, searching the many levels of the fabled *Koronis Rift* for valuable deserted devices.

Pilot along zig-zagging terrain in search of artifacts, using the tech-robot to break them down into portable components. Bring back as many as you can to your ship, where a highly skilled robot translates the booty into cash, ship stores or systems to carry on the rover.

Sounds easy, but there's a catch.



• Balblazer

• San Francisco



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SOFTWARE

VERIFY the loader and then LOAD m the main part. Now enter POKE \$611,40. RUN. The bullet-eating ducks will not cause any more trouble, as you will have an endless supply of bullets. Thanks to Maria Richard at Rochdale.

HELP

Lean Mooney of Greenock needs help on three games. On Ramba he wants to know if it is possible to escape from the POW camp and get killed finding himself back inside again? In Back to Skool, how do you persuade the frog to enter the cup in the girls' school and finally on Frank Bruno's Boxing he would like to have the codes for boxers 10 and eight.

John Melling of St Helens has had Knightfall for the last 12 months and would like to know of any pokes.

Finally a reader from Kent would like some help on Jet Set Willy. He has had the game for a few weeks and can't get very far due to the fact he doesn't know what the codes are. Can anyone help? He has the Commodore version.

STRIKE FORCE HARRIER

Some help from Mirrorsoft for would-be pilots who control locates and destroy the enemy HQ.

Do you keep getting a red screen even though you are completely under control and your landing sites are secure? Could be that a mountain got in the way. If you are anywhere near a mountain and go into a steep dive or turn, the collision detection equipment can start to malfunction. So be careful!

Don't perform steep dives or turns in the vicinity of mountains until you have got to know your limitations. When calling up a landing site, you don't get the "Over GS" message, take off again vertically. Then use the homer to locate the exact landing site and land again. One last piece of help—it must be a vertical takeoff as you are on unprepared ground. If you need any more help here is a Harrier Hot Line 01 377 4837.

SAMANTHA FOX STRIP POKER

David Mason has been playing poker non stop with Samantha even since he bought the game and finally managed to beat her!! Here he tells you what happens with the following amount of Sam's pounds.

1045 She is wearing everything

845—takes off her gloves
645—she has her dress on
445—she removes her dress
245—she undoes her bra
45—she goes topless

One other hint if you are certain that you are going to win then bet as much as you can. Sam mostly gets her straight when she has got the chance.

FAIRLIGHT

First of all take the scroll near the start, and then pick up the crown from the top of the doorway (you will have to stack some objects to reach it). Now go back to the chequered room which contains a throne, avoid the mark and push the nearest panel to reveal a hole which contains a cross and store this somewhere safe.

Go to the caves and search the walls using the crown, this should open an invisible door which leads to a blue tomb room. Move the body and push one of the panels on the top to reveal a help, fall down the hole and you will be in a white tomb which contains the book of light, take the book and use the scroll. Store the book and use the cross.

Now you can collect two potions. The first is in a chequered room with two whirlwinds, the second is in a room with whirlwinds and a mark—freeze them with a hour glass and then get the potion. Taking the cross, potions and book of light, go to the outdoor location with carnivorous plants and kill the gnord, take his key. Enter the tower and pass the minks by dropping the appropriate objects in front of each mink and pushing it into him. At the top of the tower you will find two nasty gnords and a locked trapdoor which will be opened by the book of light.

Go through the trapdoor to find a room with the Wizard tied to the wall and a key. First take the key and go back to the exit, drop the book of light nearby and you will see the wizard change to a Mink. Quickly drop down the hole and make your way back to the beginning where the key you have just landed will open the double doors and you have completed the game. Thanks to J Blakeley of Leeds.

YIE AR KUNG FU

Here is a poke for the BBC version of Yie Ar Kung Fu sent in by V. Spanner. Type the following: 10*LOAD*YIE1* 20*LOAD*YIE2* 30*11C4*+14 (you can change this to allow more energy).

40PAGE=85200 50*RUN YIE 3 Save this as "YIEO". Load Yie-Ar and YIE-AR normally. Then load the above program and then the rest of the game normally.

And now to the game itself. Brnchn—To get past him jump to either end of the screen and wait for him to fly off you. Jump so that he does not hit you and pinch and kick him. Keep kicking and punching until his KO has gone.

Sior—To beat her you must jump so that you are in front of her. She cannot hit back if you stay close. Only attempt a kick when she has one block left. Minchlo—Switch to kick made as he is dangerous when he swings his sticks.

Pole—He is one of the easiest. Just keep kicking him.

Choin—He is the hardest to kill. You must wait till he is swinging his chain around his head. Jump on him and then start kicking and punching him. Jump back before his chain gets you.

Fon—Smirto to Sior. Sword—Wolch to for his sword.

Clane—Very hard to beat. Pull out all your punches for him.

ZALAGA

To get extra lives (up to 255)

*LOAD the main sector of code, located after the title page programme. (This might be a bit difficult for users new to the BBC system as the code is LOCKED for protection against piracy, so a routine to unlock it will come in handy here.) Then enter

*8301B=&FF and CALL 84522. This will give the maximum number of lives, 255 or &FF, but this can be changed to any other number below 255 if you don't fancy playing all day.

MR. EE

To make yourself invincible. LOAD the first programme in the normal way (LOAD "1"), then let r1 type REN and then enter this line, 95 *81ECB=&EA. Now all you have to do is type RUN and the programme will continue in the normal way, only the loading title page won't appear, and when you die you get an extra life to replenish the last one.

Another one for the BBC B from Stephen Coventry for infinite lives on Ghon's. Type in Page = 82200, then LOAD "GHOULS2". Once loaded, type m Lis 151 change where to Li = 99999. Then Lis 60. Edit the line changing FOR F = 0 to 32 STEP 16 (etc) then Lis 2055 2055 NEXT and finally LOAD "2"??

A cheat move for Three Weeks in Paradise from Nick Grisham for the Spectrum. Make Willy lose one life and while he is dazed on the floor hold down the keys Symbol Shift, P and D simultaneously to give infinite lives.

Melissa R



C+VG SURVEY

Every month *Computer + Video Games* tries to bring you the most comprehensive, informative and fun-packed look at the world of computer games. Most of the time we're pretty pleased with the way things turn out. But we're not that big-headed to think everything is perfect.

That's why we're asking you to tell us what you think of C+VG. Go on, tell the truth, we're tough enough to take it.

What we want you to do is answer the following questions and send them to *Computer + Video Games*, 30-32 Farringdon Lane, London EC1R 3AL.

The survey is divided up into sections based on the regular features in the magazine. Most will involve straightforward Yes/No answers with space for a brief comment. But there is also the chance for you to give your opinions on the magazine in general.

So help us to help you by taking part in our survey.

REVIEWS

What do you think of the reviews?

Comment _____

NEWS/HOT GOSSIP

What do you think of the news and Hot Gossip?

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BUGHUNTERS CARTOON

Do you enjoy the comic strip? YES/NO

Comment _____

DEAR BUGHUNTERS

Is the Dear Bughunters column and telephone service useful?

YES/NO

Comment _____

IDEAS CENTRAL

Are the hints, tips and pokes useful? YES/NO

Comment _____

LISTINGS

Are the program listings interesting to you? YES/NO

Comment _____

ARCADE ACTION

Do you like Arcade Action? YES/NO

Should it be longer? YES/NO

Comment _____

ADVENTURE

What do you think of the Adventure pages?

Comment _____

TOP 30 SOFTWARE CHARTS

Are the charts of any interest? YES/NO

Comment _____

MAILBAG/PEN PALS

Should more letters be printed? YES/NO

Are those that are printed interesting? YES/NO

Comment _____

HOT SHOTS/HALL OF FAME

Could these two features be improved? YES/NO

Comment _____

FEATURES

C+VG publishes a variety of different features, letters from America, films, videos etc.

Do you enjoy these? YES/NO

Do they have a place in a computer magazine? YES/NO

What other sort of features would you like to read?

MAPS

Are these useful? YES/NO

Comment _____

GENERAL

Do you prefer the new look C+VG to the old one? YES/NO

Comment _____

Is there anything you would like to see in the magazine that isn't in now?

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built in Acorn DFS interface Acorn data recorder and lots of software and a dust cover and leads 45 fun games plus 6 educational games and 2 books full of listings and some blank tapes. All worth £875 selling for £450. For more details contact Downton 55433

C64 user wishes to exchange

programs and tips with people all over the world. Send list to Graeme Mur 32 Bracken Street Glasgow G22 6LY. All letters replied to.

C+VG ADVENTURE NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

C+VG READERS TASTELESS...?

C+VG readers have no taste! And that's official. This, anyway, was the news story carried by Micronet 800, the "magazine" within Prestel. Reporting on the C+VG Golden Joystick Awards ceremony, Micronet commented: "The aging comic's readers displayed their usual lack of taste in plumping for *Commando* by *Elite* as the arcade game of the year."

The adventure awards — *Red Moon* from Level 9 was voted *Adventure of the Year* — came in for a special mention: "The judges pointed out that although the adventure (*Red Moon*) did not perform spectacularly in the charts, it still managed to get a

personal rating of ten from C+VG reviewers ..."

What judges?

C+VG's readers decide who gets the awards in postal ballot! Come on Micronet — get your facts right.

SECRETS OF THE CAVE REVEALED

The unbelievable secrets of the little twisty passages of *Colossal Caves* are about to be revealed by these busy lady teachers from St Bride's: *The Very Big Cave Adventure* is released by CRL. Watch for our review! Also from CRL, comes an Amstrad version of the spool Delta 4 game: *Robin of Sherlock* (reviewed C+VG April) priced £7.95

MORE FROM MOSAIC

Snow Queens originally to have been released by the ladies of St Bride's School some months ago, will be in the shops during May under the Mosaic label. At £9.95 this illustrated Quilled adventure will be available for Spectrum and

Commodore 64 usually, with an Amstrad version to follow

Mosaic's summer titles will include *Story of the Amulet*, based on the book by E. Nesbit and written by the Ram Jam Corporation, and *Growing Pains of Adrian Mole*, from Level 9. The new Mole will, says Mosaic's Vicky Carne, have more decisions for the player to make than the original game

DELTA 4 SILVERSOFT SPLIT!

What's this? The wacky guys at Delta 4 have decided to go a lone and split from their business partner Silversoft

Rumours are rife as to the exact circumstances of the split. Delta 4 make it sound somewhat complex

In fact, the departure of the two companies seems to be a good opportunity for a reminder of their products: Who needs reminding of the wickedly funny *Bored of the Rings*? Apparently Delta 4 seem to think so, as we are reminded of this and more blatantly *Robin of Sherlock*

The games will still be available. They have been re-launched by Delta 4

However, just in case you thought you were going to be able to get back to some fairly normal adventure, Delta 4 plan to return with *The Boggit*. Watch out!

MAILBAG

● A funny thing happened to Bilbo on his way to Smaug. He was trying to get Thorin into the barrel (and say there) when two goblins entered and captured him. They captured the elf too, who then captured Bilbo which sent him back to the elf's dungeon where the goblins were waiting to capture him, etc

This could have gone on forever but Thorin got fed up and killed the elf. Thorin then decided he didn't want to go back to the elf's dungeon, and wouldn't go back through the magic door when Bilbo got him back there.

If there is a prize for the strangest unforeseen program event (that isn't a crash) then it must go the dark version of *Hobbit*. The cassette version never did this! K.G. Taylor, Erecyon

● Here is an offer you can't refuse. The fact that you give away t-shirts had never entered my thoughts before I read a recent issue. It was only reading the drivel you printed from a loony from Gwent that I realised that such things existed.

Brown paper bags from Tesco's indeed! Only complete idiots don't know that Tesco's bags are white if I were you, which I'm not, thank goodness. I would send him a brown paper bag and drop some potato salad in first, just to teach him a lesson!

But I digress. Send me a t-shirt, oh confused one, and I promise to lend you to send you a picture of myself wearing it!

Shock! Horror! Probe! Is The Friend about to be unmasked? The answer lies in your own sweaty palms. Shih Yu no hoo!

Faringdon

Keith's reply: OK — I've wiped my sweaty palms on one, and popped it in a jiffy bag! Try not to crack the lens, won't you?

● I was very interested to read your Paws feature. The graphics must be really special to get the "Text Only-Adventure" raving about them. It's a shame that few users will have the opportunity to see the pictures, but with a command interpreter and location descriptions as good as you made them sound, it more than makes up for that!

I'd be interested to know when the game is going to be released on the CEM. Des Dunn, Hounslow

Keith's reply: Thanks for your letter, Des. We'll report any news

of the release of *Paws* in the column.

● I've been, in your honour's hat (for giving clues) three times, so don't I get a t-shirt for all the clues I've sent over the years?

At home I got my own book full of tips I've collected and I'm well known at school as the Walking Helpline.

I've had lots knocking on my door asking for help, as well as grown-ups — that's fame for you! Jason Nicholas, Bradford

Keith's reply: Sorry Jason, you're quite right, you deserve a t-shirt! Seems I've been taking you for granted too long. And you're just the sort of person who should think of entering for the title of C+VG's *Adventure of the Year*. See next issue!

C+VG ADVENTURE HELPLINE

HELP ME PLEASE!

Langquishing in that favourite of adventurers' places, a dungeon, is **Jonathan Lee**. He tried to kill a penguin. Serves him right! Missing princesses in an occupation likely to get us adventurers a bad name! If anyone can get him out, Jonathan promises to turn over a new leaf. The game is **Adventure by Micropower** and played on a Borch.

Andrew Bethel of Walsall, has come up with some **Ultima 3** clues this month, but also seeks help further on in the game. He is trying to find the Lord of Time, and the Mark of the Snake.

What I ask, is **Iris Storey** up to trying to get into a gents toilet? Assuming she was really desperate, I helped her across the road, and prayed that it was not too late, in her **Pub Quest**!

The answers to **Mr McKinnell's** plea on **Fourth Protocol**, has come from **Cpl D W Marshall** of **BFP039** Proof Fingerprint. Trantor recruited, False Flag. The rest are in the translation department in the University to find out what **SVETOPOLO** means," says **David Stinson** of **Smithwick**.

Mark I vests here in **Gisborne** in New Zealand, and has been a C+VG reader since the second issue, back in 1981. And he is stuck in **Asylum**... who isn't? He is a got pills from the sick inmate, and that's about it. **The Institute** from the same stable is also baffling him. Having got the scalpel and piece of mirror, he can't leave with the bottle.

Also in New Zealand, is **Andrew Dame** of **Wellington**, who cannot open the treasure chest in **Zam Sal's** **Sum**.

Nearer home, in **March**, **Cambridge**shire there is a bean crying out for water, and **Ian Fleming** isn't giving it any! Who can save us having to send him a bottle of **Perrin**, and help with **Ring of Power**?

"It's all a question of tickets," explains **Nad Davies** of **Warral** in reply to **Mark Evans'** problems in leaving the **Emerald Isle** beach. He must have got there by train, and that is the way he must return. The best thing to have, of course is a season ticket. On the other hand, if he wants to get through the spider's cave at the end of the beach, he should examine the stands.

What must be like to be a lone adventurer, with no-one to discuss your problems with? That's the problem facing **Neil**, who

continues. Sorry to go on so, but no-one else in my family plays adventures, so I've got to tell somebody!

Come on, the **Davies** family — give it a try! That's an order! A family that DOES own, are the **Lilleys**, of **Belfast**. Robert sent me a rundown of part of **Worm in Paradise**. "These clues were made possible by many hours of hard work. My Dad did most of it, so blame him if they're wrong!"

Horrrrr! Thanks a lot, Robert's Dad! **Stephen Mulcahy** of **Co. Limerick** cannot kill the wizard in **Sinbad** and the **Golden Ship**. Any help with this, or how to get the data to save for part two would be welcome, says **Stephen**.

Mrs Quinn has come to the rescue of fellow **Macbeth** player **Ann Stevens**. Her message is simple: "Go jump in the pond, Ann! But before you do that, Ann, could you let **R. Jennings** know how to get a mummy out of the sarcophagi in the previous scene?"

The **Macbeth** quest continues, with **R. Gassett** of **Sheffield** desperately in search of herbs in part two, and not knowing who has the truth in part four.

Hey, what's that buzzing sound? It's **Peter Jones** of **Caversham**, trying to get on a bus with little success in **Zzzzz**.

What's this, computer games as a raffle sale? **Acetud** tried to do trouble — as **Andrew Rust** of **Cambridge** discovered when he tried to get into **Castle Gops** in **Hewson's Quest**, one of the games in his job lot! This problem was having its birthday well before I started recording clues on the database! **Open South** seems familiar, but is there more to it than that?

A tramp and a **Black Guardian** are holding up **Ned T** (yes, of **Michelin**). In **Pub Quest** he is looking for things to give the tramp, while the **Guardian** is causing him untold misery, in **Seeka of Asialah**.

And finally, what is the password needed by the **Droid**, in **Mardon's Quest**? Somebody? Anybody!

NEVERENDING MOANS!

Well, you can't win 'em all! A letter of disgust at my **Neverending Story** review came from **Mr P Crispin** of **Dubban** Australia. In particular, he denounces the lack of vocabulary, which I criticised, because it is mentioned in the instructions.

In particular, the reply: "There is no verb in that sentence," obtained when the command **THROW**

(object) is entered, is because the first three letters of the word are used in a different way, elsewhere in the game, says **Mr Crispin**.

That may be so, but it is no excuse! The credibility of the game is spoiled by this ridiculous and, apparently, ignorant reply.

"Surely anyone with a nose to live job and low adventure reviews to complete each month would solve **Neverending Story** in a week," he reads, implying that I am not exactly conscientious. Hmm, wonder how he knows so much about my workload?

Despite the criticisms levelled at **Sherlock** and **Hobbit**, for their bugs, there is one thing that can be said about the adventures. The flexibility of commanding other characters to do things, lends itself to some interesting possibilities and sometimes these have unexpected results.

Sam Mangan of **Mitcham** has come up with an ingenious way of not paying the cab fare in **Sherlock** and getting away with **Sammy** left **Watson** to hail the cab, and he will be charged the fare instead of you! You can also get money from **Lestrade** and the cabbie, just by asking them! He adds, slyly! You cunning old devil, **Sam!**

Who says **Scott Adams'** original series is "did not" and not worth considering these days? "At long last I've got in — **Ghost Town** for the **BBC**," writes **Guy Wilkinson**. "I have to use the school's computer, but who cares? I am finally walking down that deserted street as you and countless other adventures have done. The wait has been a long one, but it looks worth it!"

Too many adventures are being let down with poor programming, bugs, slowness, and poor, illogical puzzles, and generalisations, etc. thanks **Joko Yates**, on personal loony **Tom Jersey**.

John prefers space games like **Snowball**, or spoofs like **Bored of the Rings**.

"Haven't we got enough versions of **Colossal Cave** now? As for illogical puzzles just take a tipoff through **Philosopher's Quest**. How are you supposed to guess you must rub the rays? And **HATE** mazes, especially the unapplicable ones where you don't have a clue on how to do them!" he complains.

LORD OF THE RINGS — YOUR VIEWS

Lord of the Rings has leaped into the charts, but many adventures remain unappreciated by the game. It seems as long-hidden as **Sherlock** and the apparent

superficiality of the play testing thirtled to these, has come in for much criticism.

LoR bugs show strong signs of becoming a feature all of their own in the **Helpline** mail! For example if you fight a match you can smoke it says **Pedro Loureiro**, of **Senabul** in **Portugal**, and when you come down from the top of a tree the computer says "YOU CLIMB DOWN THE MAP."

Two readers took time out to question our ratings for the game, and given vent to strong feelings about the game.

● Bearing in mind the quality of the **Hobbit** and the source material being drawn on, this should have been the best adventure game to date. It isn't.

So many players already own and know the **Tolkien** books, that **Melbourne House** is devious to package the game in a ludicrously large box with a copy of the book at a very high price, can only be seen as gross exploitation of the customers.

It is not a particularly complex adventure, it has been a long time in the writing, and it has been released without the debugging work of this importance deserves. Were it a car, it would be recalled for modifications. **S G Mitchell**, **Basingstoke**.

Kerth's reply: To be fair to **Melbourne House**, they HAVE to package the game with the books as part of the licensing deal with the people who control the rights to **Tolkien's** work.

● At first I was impressed with the package, but I am writing this letter to tell you how disappointed I am. **Graphics** What graphics? Text. Quite long, but what are photos and grammophones doing in middle earth? This destroys the atmosphere that should be building up.

Animation. Worse than the **Hobbit**, characters don't understand as much. When I typed **SAM** GIVE ME THE FOOD? the answer was "The me is too heavy for Sam to carry."

Response Time. Nearly as long as the text, and even longer if you have to wait for other people to catch up with you. Problems. What problems? Some tiny and boring problems in part one, and I was unable to find any in part two except how to enter **Moria**.

Bugs. **CLIMB TREE**, a natural action when in a forest, causes the game to crash. This should never happen after such an obvious command.

I hope that the second game will be MUCH better than this. **Andrew Schindler**, **Monchengladbach**.

ADVENTURE CLUES

THE HELM:
Below the griffin, and — KAZANI!
HEROES OF KARN:
Held a chess and other things will
bead to a merry band. Use a
crucifix on the corner of a coffin
to find Kradin. Get a hero to wave
a hand for a big leap.
EXODUS ULTIMA 3:
With the Mark of Kings, a re-
possible knight will become the
writings to Ambrosia.
Seek the ancient city of Yew,
hidden in the mountains, and play
for diving guidance in a suitable
place.
HAMPSHEAD:
For wedding bells, drive with
rumors and report to enter the
manor.
**MYSTERY OF
MUNDOE MANOR:**
Make sure you have only one
correct key for unlocking
ANTHRAX:
Purchase a box before going into
the abbey — then OC from Abbey
via the match.
ADVENTURE:
King the ball, and give it to the
bandman at the gloo. Thump a bit
to cross the road.
MASQUERADE:
Get tricky twice, and guess at the
signal.
ZORK I:
To speed the whole game up, kill
the thief first.
**QUEST FOR THE
HOLY GRAIL:**
Read the piece of paper whilst
wearing the hat. For an
Adventure recreation.
**FOURTH
PROTOCOL:**
Developer is Russian for Talking
Normal. Fourth wants the book
possibly.
**THE DRINKING
DENIS THROUGH
CLASS:**
To get him a helmet, put in the
dagger's bag, wear the hood.
under the backpack, and do it all.
The tour has to be
To get him a helmet, put in the
dagger's bag, wear the hood.
under the backpack, and do it all.
**WORM IN
PARADISE:**
Say HOME to a public place to be
taken back to your holiday home.
To leave the ET system, say EXIT.
**CLAYMORQUE
CASTLE:**
The obvious way into the castle is
not necessarily the best! Forget
about quickly, then walk up for
you won't stay that way for long!
FANTASTIC FOUR:
At the depths of despair, feel
around a bit, and do some
climbing.
ZZZZ:
King the ball, and give it to the
bandman at the gloo. Thump a bit
to cross the road.
MASQUERADE:
Get tricky twice, and guess at the
signal.
ZORK I:
To speed the whole game up, kill
the thief first.

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Here is your chance to join the ever growing band of members who are members of C + VG's Club!

We started the club just over a year ago and the demand for membership exceeded our wildest expectations. During the year so many readers have written us asking how to join, we've decided to improve our service to club members and offer YOU the chance to join them.

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ADVENTURER OF THE YEAR!

Next month I will be revealing our plans to find the C + VG Adventurer of the Year! It has struck us all at C + VG that we have a tremendous amount of adventuring talent amongst our readers, and many are very generous with their time, in writing in to provide help for others.

There will be a fantastic prize for the winner, so don't miss July's Adventure pages! Meanwhile, read on to see just how helpful and adventurous our readers are! Could they win the title? Will you accept the challenge and try to beat them?

I received an astonishing folder from Bob Shepherd of Whitwick in Leicester this month. It contains solutions in the form of lists of commands for 65 adventures!

"I am sending this book/binder to you, as I consider your magazine to have the best adventure section," writes Bob. Over the past

few weeks I have read your advice eagerly looking for clues to help me, and quite often they have. So I would like to return the help in the form of a present."

Play by phone adventuring seems to be Bob's specialty, as he has had help in his task from two friends, Rod Jones from Derby, and Nick Carter from Southampton. We have finished a few other adventures but I will be putting these in volume two! promises Bob!

Thanks Bob, Rod, and Nick and a shout to all three of you is the least I can do!

ADVENTURE CLUES

This month's clues come with some help from: Andrew Berbel, Walnut; J. Barnaley, Stafford; R. Jennings, Keston; Christopher Waite, Chelmsford; R. Strange, Chelmsford; David Stinson, Smeethwick; Mark Chap, East Sharn; John May, Rochdale; John Mandel, Bletby; Marco Kedy, Bathgate; Jason Nicholls, Bradford, and Guy Coleman, Stratford.

C+VG

ADVENTURE

REVIEWS/1

MARIE CELESTE

- **Machine:** Spectrum 48k
- **Supplier:** Atlantis
- **Price:** £19.99

The Marie Celeste of this adventure is a deserted pirate spacecraft adrift on a nearby planet. You board the pirate ship with three main objectives—to find the treasure hidden aboard, locate the energy crystals with which to replenish your own ship's depleted fuel supply, and to find out what became of the vessel's crew.

As you begin to explore, it soon becomes apparent that although, at first,

the ship seemed deserted, you are not alone. Eventually a two metre high android appears, hypnotises you, and throws you in the bog. Your first problem is to figure out how to escape.

Once you have regained your freedom, a means must be found to keep it as soon as possible (that android will be back). The solution may eventually come as a shot in the dark!

One or two unusual items have their home aboard the ship. What would you make of a picture hanging in the captain's cabin? A holographic image of his mother, a sight so ugly that even the

most seasoned pirate would be space sick! Not that the crew's quarters are any better, as the smell in there is enough to turn your stomach over.

Treasures are found in the most unusual places. Obviously the crew's mutual distrust of each other caused them to hide their valuables where they hoped no one else would find them. But even so, where has everyone gone?

Described as a graphic adventure, **Marie Celeste** has only crude graphics, but the game benefits from fast execution.

The other unusual aspect of the game

is its ability to accept whole sentences as commands. This feature is not documented and caused me quite a headache with one problem, until I discovered its existence.

One final note, if you've played *Strange Odyssey* by Scott Adams, you may experience a little Deja Vu—there are some striking similarities.

Steve Donoghue

- **Vocabulary**
- **Atmosphere**
- **Personal**

6
5
6

THE TERRORS OF TRANTOSS

- **Machine:** Spectrum 48k
- **Supplier:** AnzolaSoft/Ram Jam Corporation
- **Price:** £7.95

Villagers in Hagshill, south of the mountains of Morran, are disappearing nightly and it is thought that an evil Xyandd called Trantoss (Oh no! Not a Xyandd!) is snuffing them away. His powers must be stopped by destroying his race, but no one is keen to carry out this dangerous quest. So a local knight called Lobo and Scare, a shady character, are persuaded.

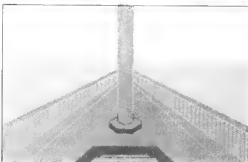
You are they, in this game. As well as being able to SWAP between the two characters there are some novel comments in the increasingly popular adventure format of interchangeable roles. PART lets the two move around independently whilst JOIN makes them move together, provided they are in the same place when the command is given. At the start it soon becomes apparent that there will be some frustration in managing to carry all the objects required.

In fact, juggling up is somewhat reminiscent of *Lord of the Rings*, especially as the in is a type-ahead buffer of one character, and a high delay before input is accepted, after the text has screened. This quirk succeeds in preventing the fast-thinking adventurer from getting into any sort of typing rhythm, and causes lots of PARDON's.

Eventually, the adventure is set on his way with the help of a stranger who drags the party at high speed through the forest to the edge of a ravine, and promptly disappears. The forest turns out to be a maze, with self-sealing exits.

If the text is slow then it is compensated by the speed of the graphics. These are held in memory and flash on the screen instantly. What's more, they are very effective and detailed—as good as you are likely to encounter on a Spectrum. The whole screen design is attractive, with the graphics occupying a vertical third of the screen to the left of the text area.

The problems are not many, and whilst I would not complain about that, the



vocabulary, both input recognition and messages output has a lot to answer for. NOT NOW is received all too frequently, and it is unclear whether this means that the command is invalid, or the action can be performed later.

The poorer features of the game are a pity for the problems look as if they

make for a good, and somewhat unusual adventure.

Keith Campbell

- **Vocabulary**
- **Atmosphere**
- **Personal**

6
8
7

PROJECT THESIUS

- **Machine:** BBC B and Electron
- **Supplier:** Robico Software
- **Price:** £9.95 Cassette, £11.95 Disk

Project Thesius is the sequel to *Ruck Hansen* (reviewed in C+VG as *Assault*). Taking the title role, you become the toughest agent known to British Intelligence.

The enemy are up to their old tricks again. They've got a team of hordes working away on an island, to perfect the Advanced Weapons System. It completed, who knows WHAT damage

it could do.

Your orders are brief (and the AWS system). Your orders are brief (and the AWS system). Your orders are brief (and the AWS system). Your orders are brief (and the AWS system). Your orders are brief (and the AWS system).

The game has a rather violent feel to it—places—the author is very proficient at writing—you are dead! messages in the first fifteen minutes I'd been dashed to pieces by rocks. Blown to bits by a booby-trapped chest and shot by a trigger-happy woman with a rocket launcher!

There are three mazes in the game. The first is through a decaying, though populated village. You will be told the route through the second maze if you make it to a rendezvous in time.

The program runs in mode six, and the player can tailor the screen and text colours. There is a vast amount of text—each location has upwards of five lines of description.

And the third maze? That comes in the final stages of the game. Whilst being chased by an armed guard with the clock dogs, you must cross a mined beach to reach a jetty. My lungs were burning as

I crept along the rocky wooden platform, which suddenly ENDED. The dogs were pouncing fast. In true Ruck Hansen fashion I crossed my fingers and jumped.

The game is thoroughly polished. It has a slick feel and—more importantly—is fun to play. I never felt that the task ahead was impossible.

Jon Douglas

- **Vocabulary**
- **Atmosphere**
- **Personal**

9
9
10

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SOFTWARE CORP.

ADVENTURE

REVIEWS/2

PERRY MASON

- **Machine:** Commodore 64, Apple, IBM PC
- **Supplier:** Telarium
- **Price:** £19.95 (disk only)

Restaurateur Victor Kapp is found murdered in his luxury apartment; the day after his wife is released from an institution. His wife Laura is found in a delirious state a gun close by. And only the day before she had been to see me and asked for a consultation.

I of course am Perry Mason, the world-famous criminal lawyer. I now have to clear my client in the ensuing court case. Luckily, I have the help of Della Street, my legal assistant, and Paul Drake, a top notch private eye.

So I head for the scene of the crime, and spot some useful evidence that the D.A.'s men have missed. I sneak them into my pocket, unnoticed by the antagonistic Holcomb. Being a thorough sort, I not only examine the toilet for clues, I flush it, and get the reply, "Water flushes counter-clockwise as it does with all toilets in the northern hemisphere".

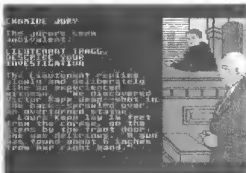
A visit to the prison, where Laura Kapp is held pending trial, is not very rewarding. Heavily sedated, Laura is somewhat incoherent, and has only vague memories of her visit to Victor's apartment that night.

Meanwhile Paul has been working hard on my behalf, and comes up with some useful details back at the office.

There is certainly no shortage of suspects. Could the murderer have been one of the six on the guestlist for the apartment that night? Could it have been Victor's business partner, or the self-opinionated restaurant critic who gave him food a personal rating of one? Or perhaps the attractive French cook, who seems to have been spending a lot of time with him during his wife's absence?

Time to go to court, and this is the real test. First, the expert witnesses are introduced, the police chief who conducted the investigation, ballistics expert, and medic. Then come the personal friends and associates of the deceased.

It is the trial that forms the main part of this unusual game. I have to use the word 'adventure' lot, although the game is very definitely an adventure format, it is not the type where you move from place to place at will, solving many different problems. There is no point in drawing a map, but now



taking is essential. The objective is to get an acquittal and, hopefully, discover the true identity of the murderer.

Thus the game takes a very particular form, and much of the time you are gently 'guided' where to go next. This does not spoil things in fact, as the trial you will certainly need your wits about you, not only to ask the right questions as each witness is presented, but also to raise

objections when the D.A. is asking questions he shouldn't.

This brings us to the packaging. The disks come in the usual lavishly illustrated Telarium double-operating flat folder complete with lawyer's handbook.

This contains a playing guide, details of cross-examination procedures, restaurant reviews from *Epitome Today*, and even a student lawyer's examination paper. It is a pity that these are all

re-printed in the same pamphlet separate 'genuine' documents of the Infocom style would have enhanced the authenticity of the package.

The vocabulary used at the trial is as complex as you are likely to find in an interactive fiction, and it is not a question of using two or perhaps three words. Questions like 'Burns, how many guests visited Victor on Friday night?' must be asked.

To guide you in the syntax of these sentences there is a comprehensive vocabulary list plus a guide which indicates, in different columns, the sequence in which you can enter each class of word.

Unfortunately the sentences used are so long that on some occasions there is an even more than a long delay in response.

This manifests itself as an ominous silence, before even the disk starts whirring, indicating that the computer is just chewing over what you have just said. I suppose that is inevitable in a game of this complexity, and it is also trying at times, as far more tolerable than in a conventional adventure where action is the keyword. Here, you need time to think, and the atmosphere of the courtroom comes over extremely well.

This is a graphics game, but the pictures change fairly infrequently. There are then wide screen views of the apartment rooms and top to bottom close ups of each witness as he or she is being cross-examined.

Throughout the trial, you can call on Paul to work away behind the scenes to gather last minute information and evidence, whilst Della is on hand to advise you on how to tackle each particular witness.

So how am I making out as a lawyer? Solar has managed to get my client convicted twice! Although I have a couple of very strong suspects as to who did it, I have a horrible feeling that I have only begun to scratch the surface of the case.

Perry Mason comes on two double-sided disks, and is a thoroughly entertaining program coming as it does, with incidental music to lull you into the atmosphere and drama.

- Keith Campbell**
- **Vocabulary**
 - **Atmosphere**
 - **Personal**

9
10
9

- Machine: Commodore 64
- Supplier: CRL
- Price: £8.95

Pulgrim is an original machine-code adventure with plenty of text, and over 70 locations. It has a range of interesting puzzles, some to be taken in one stride, others more baffling.

The land of Meridian has been invaded by a warlike race from Sylvan, a distant neighbour. You, a lad whose village has been pillaged, vow to seek out the Guardian of Meridian, said to live deep in a mountain. You awake in your room straight into the problem of how to own cast

Not difficult, nor particularly original, but enough to start building the adventurer's confidence and give him the general drift of how to approach the problems to get the most out of

the game

Pilgrim makes good use of the command EXAMINE, and this is what gives any adventure one of its essential ingredients—the element of surprise! It also teaches the adventurer to be observant. Fail to examine things thoroughly in this game at your peril!

The text is very descriptive and tries hard to build the atmosphere. In this, it almost succeeds, but tends to overdo the narrative in empty places. Thus the player can easily become convinced there is something sinister behind a particular description, only to find that it is just a 'walk through' location.

This, coupled with a tendency to take itself just a little too seriously lacking that vital thread of humour which adds so much to any game, makes *Pilgrun* a little disappointing.

Setting out, then, our hero must first explore his village. There are quite a number of potentially fatal events lurking around, and these are well handled, for good warning is given, and repeated for some moves before death finally strikes. With a bit of quick thinking there is a chance that the danger will be overcome before the player dies, and hands be hasty to reload a saved game, or start all over again.

For example, an injury sustained whilst escaping the first room becomes a problem, and our hero is warned of this time and again, before the wound finally takes its toll. There is time enough to look around and get a remedy, if he is needed.

On through the village and into the forest in search of the Guardian. Soon enough you find that you are not alone — another survivor of the raid also has the

same thoughts as you! There is a particularly nicely worked puzzle with a bush in put all around the lake, and a logical but, perhaps, slightly obscure one near a cliff.

All in all this is a game that should please those who enjoy a text adventure. It is a rare event, these days, to see a new text-only adventure (unless it has been Quilled) and rarer still, to see one on the shelf in a big store.

Let's hope the store buyers, who seem to have a horror of anything without pictures, and who influence a venture playing far more than reviews simply by restricting availability, will have the sense to knock this one!

North Campbell

- Vocabularly 8
- Atmosphere 7
- Personal 8

ULTIMA IV – QUEST OF AVATAR

- **Machine:** Commodore 64, Disk
- **Supplier:** US Gold — All American Adventures
- **Price:** £14.95

Thus is the game currently taking America by storm: **Ultimate IV** cannot strictly be labelled an adventure game or an arcade-style game — it's really a blend of the two.

The setting is the Empire of Britannia ruled by Lord British to whom the authorship of this game is attributed. **The Quest of Avatar** is the search for a new standard of life for which the people of Britannia may strive. The search, warns his Lordship, will be arduous.

Your quest opens on a warm sunny day, when walking along by a stream, you sit down to rest under the shade of a willow and close your eyes. There is a high pitched cascading noise, and a glowing portal appears. Almost as quickly it is gone, leaving a circle of stones in its place. Among the stones you discover an anklet and a book wrapped in cloth, on which is written a map.

This operating sequence is 22

narrative form, and it continues by instructing you to read the book *The History of Britannia*. The book is real — it is part of the package.

Back at the computer, you continue your pleasant walk and come across a Renaissance fair where a gypsy invites you to have your future predicted. Here is the player's first interaction with the game. Laying down tarot-like cards in pairs, the old lady asks you

From your answers your character is assessed, and then you move into the game proper, which is played in real time. Here is a vast land with towns and castles dotted around. You have a graphically window of a small part of the map. You move around by control keys. You are always pictured in the centre, and the

Commands that can be entered with a single character keystroke. Among these are *space*, *descend*, *enter*, *wear armour* and *talk*.

Talk is a command that initiates text exchange between the player and a character in the game. To do this, you move alongside and type T followed by the direction in which the character stands. The character will tell you something



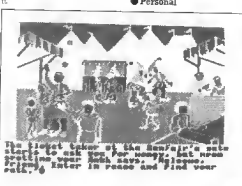
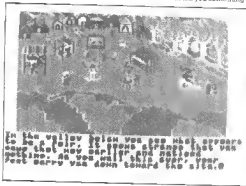
about himself and ask you what
your interest is

There is plenty to do in **Ultima IV** so much, in fact, that it is contained on two double sided disks which you are prompted to change over when necessary. As well as a certain amount of animation, there are sound effects to accompany your actions. It can be turned on or off instantly by a single keystroke, should you tire of it.

This is an absorbing game with plenty of depth, that should please those who enjoy quest type adventures, and dedicated purists who are partial to straying occasionally from the orthodox text/geographics adventure format.

Keith Campbell

- | | |
|--------------|-----|
| ● Vocabulary | n/a |
| ● Atmosphere | 7 |
| ● Personal | 7 |



ADVENTURE

REVIEWS/4

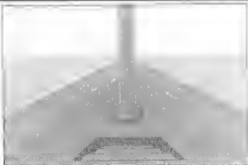
RETURN TO ITHACA

- **Machine:** Spectrum 48k
- **Supplier:** Atlantis
- **Price:** £1 99

At £1 99 this adventure is a good buy, there is no doubt. So bear in mind the low price as you read on for a review must be a crucial assessment irrespective of price. This is a game that typifies Quilled games at their worst.

The recognised vocabulary is patchy, and the quality of replies to the player is taken into account in the vocabulary too. 'I can't' is just not good enough without some sort of explanation as to why.

Quite often a player will have a perfectly reasonable theory as to why a particular command should produce results, but it is the most recent one. Some sort of explanation is required or the player is left wondering whether it is the vocab he entered that is lacking or the



command itself.

The plot covers the journey of Odysseus back to Greece after the fall of Troy, a journey which took

ten years. As Odysseus, you must get sail in a galley anchored off a beach near a burning Troy, and your journey takes you to various

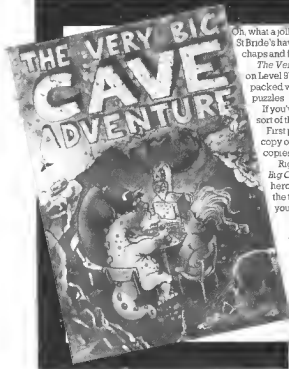
islands with tasks to perform and problems to solve on the way.

The game plays quite well. The problems are quite logical and fairly easy, but are just enough to make you pause and think awhile.

Thinking perhaps the branch was meant to blind the cyclops, baring my soul, I tried, many ways. Whether that was vocabulary or the wrong answer I could not tell for I CANT was the only response I could get.

Fry — could have been a really good game. I suspect that had it been programmed by the authors, instead of Quilled, a lot more of the detail would have been covered. But it is still good value at the price. Keith Campbell

- **Vocabulary** 5
- **Atmosphere** 6
- **Personal** 6



Oh, what a jolly wheeze. Those frightfully good eggs at CRL and St Bride's have come up with absolutely spiffing prizes for all you chaps and female chaps out there in C+ VG land.

The Very Big Cave Adventure is a cracking spoof on Level 9's *Colossal Adventure*. It's lots of fun to play and is packed with jokes, terrible puns and lots of devious puzzles.

If you've played *Bored of the Rings*, you'll know what sort of thing to expect.

First prize is the original artwork for the game plus a copy of the adventure. The next 30 runners-up will get C64 copies of the game plus a special promotional poster.

Right, here's what you have to do to win. In *The Very Big Cave Adventure*, Trixie Triman, the schoolgirl heroine of the *Secret of St Bride's*, is your escort through the twisty passages. We want you to draw or paint what you think Trixie Triman looks like.

C+ VG CRL The Very Big Cave Adventure Competition

Name _____

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The closing date for the competition is June 16th and the editor's decision is final.

Send your entries to *The Very Big Cave Adventure Competition*, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

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Wanted a microdrive and interface 1 or a Watdrive or a disc system. Will swap lots of unboxed space lego, speccy software including Shadowware, Combat Lynx, Halls of the Thugs, Cruising, Leonardo, Hunter Killer, Penetrator plus software 6 pack plus 2 books plus load of magazines. Phone or write, will sell for £160 only. Matthew French 83 Birchall Pixley, Ledbury Herefordshire HR8 2RJ. Tel 0531 83224

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M I C R O S E L L

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The Apple Macintosh and Atari ST can use their 68000 processors to create marvellous feats of computing, but only the Amiga has Daphne, Agnes and Portia. These three special hardware chips control graphics. The Amiga was originally designed to be a super-game machine. Marshal M. Rosenthal takes a look at what it can do.

AMIGA



Bratatuc is an interactive cartoon. You play Kyne, named by police and felons alike, whose only chance for freedom is to brave the harsh world of Bratatuc.

Kyne is controlled by the mouse in combination with

number of their popular programs for the Amiga. **Backer** delves into the mysterious world of hidden computers and spies. You have been able to gain control over a strange subterranean device developed by a mysterious power, and must try to recover information in order to save the world.

Those familiar with the game will be astounded at the detail and depth of the images on screen.

Character animation is smooth and quite realistic, owing in part to the hardware sprites as well as the multi-colour shading. Sound effects are excellent and contribute well to the feeling that



• A DEMO OF THE AMIGA'S GRAPHICS

various movements and the two buttons. Walk, run, draw your sword and fight.

There are over 30 different characters, including assassins, technicians and guards. Various screens depict control rooms, passageways and, but more would be telling.

The characters are large, about ten times that of the small pixel folk we've grown accustomed to. Everyone speaks through word balloons, and different personalities require varying tactics.

Sound effects are minimal, but strategically placed to do the most good. The folks at **Paymovision** have thoughtfully added a **HELP** menu that lets you change parameters such as type of control (joystick/mouse), save the game in progress or even let the computer control the whole game in a "movie mode".

Activision has translated a

Borrowed Time lets you become Sam Harlow, ace American private eye. One of your clients wants you dead, and you can bet it's your primary job to stop that from happening.

Both games feature a mouse-activated compass for movement. Objects can also be picked up onscreen and kept in a special viewing window until needed.

Commands can be typed, or joined together from a list also placed onscreen. For instance, you can "show the gun" by pointing to **SHOW** (or typing it) and then pointing to the gun.

Those looking for high quality text adventures will be happy to hear that many of **Infocom's** line is becoming available. One of the first to come out is the **128K A Mind Forever Voyaging**. This gives you the opportunity to become a human like computer and explore a futuristic "what if" world. The usual great collection of paraphernalia enclosed in a book styled box makes this a game to really sink your teeth in.

Electronic Arts has made a significant commitment to the Amiga, releasing a near flood of game software. Those programs

King and Country. There are steps to outfit and territories to map. Besides historical missions, you can also create your own world to explore.

Archon is a combination of battle and chess. To win the right to a square on the board requires you to defeat your opponent's piece with your own. Strange creatures possessing weird powers live here. Beware the fiery phoenix, or the banel and fatal touch of the sorcerer.

In all cases, graphics seem to pop right off the screen and into your eager little eyes. The speed of animation is amazing. Wait till you see those jets pass by or take on one of the players in the game arena. Sound taken to the max really makes you part of the action here, and can be emphasized enough. These programs have been reviewed in the past, so the best way to describe what the Amiga version does is to take all the best sound about them and multiply it by a factor of 100.

Arctic Fox is new, and continues the tradition of its flying elder sibling mentioned above.

Again, animation moves at a breathless pace, with better than arcade quality. Explosions echo around you (stereo) and you had better not take your eyes off the viewscreen for even a second.

Of course there are other programs coming out for use with telecommunications, design and art. But considering the amazing capabilities of the Amiga, it's no wonder that games should be in the forefront.

• Manufacturers Information

Activision
Post Office Box 1400
Mountain View, California 94039

Electronic Arts
4765 Campus Drive
San Mateo, California 94403

Infocom
135 Cambridge Park Drive
Cambridge, Massachusetts 02140

Paymovision, Limited
Part of Liverpool Building
Pier Head, Liverpool L3 1BY



• BORROWED TIME

translated include **Skyfox**, **Seven Cines Of Gold** and **Archon**.

Skyfox puts you behind the cockpit of a supersonic jet fighter. You've a full complement of controls to aid you, as you take on enemy fighters before going head to head with the mother ship.

Seven Cines places you more firmly on earth as you must assume the duties of an employer and conquer unknown lands for

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Letter from AMERICA

Here at C+VG we think the Atari ST is the sexiest thing to happen to computers since Samantha Fox. Marshal M. Rosenthal, C+VG's Stateside spy, is pretty impressed with the machine too. Here he looks at some extra bits for this extra special machine.

Buying a new computer is often the start, not the end of hardware purchases. It may have amazing software, but a lack of peripherals can eventually lead to a ho-hum attitude.

The Atari 520 ST possesses a very small price tag when you consider what you're getting. A disk drive and monitor. The new 1040 even adds more memory (1 megabyte) and puts a double sided drive inside the computer.

But what about add-ons? The sword of low price is double-edged, for few will be willing to pay for a peripheral that costs more than the computer did.

Fortunately, companies are developing hardware that doesn't strain your pocketbook. Exciting products that enhance the ST, without sacrificing quality for cost. The first proof of this comes from Atari in the form of their 20 megabyte hard disk drive.

A hard disk is akin to trading in your bicycle for a rocket car. The case contains a magnetically coated platter which spins in excess of 20,000 revolutions per minute. This enables information to be located and accessed incredibly fast, in fact you could fill up the entire memory of an 520 ST in less than one second.

"Power Without the Price" still holds court. Most drives of this type sell in the thousand range, but Atari's retails for \$600.00.

The drive doesn't need any add-on controller or interface card either, because this has already been built into the ST. It also takes its power from the computer as well.

Consider the ease in which you can access information, with the equivalent of 20 double-sided double density disks right there at your mouse-fingertips.

One justifiable complaint about the ST is that it doesn't know what day it is until you tell it. The internal clock that stores this information, as well as the time, goes dead every time you turn it off.

It can, with a little help from Soft Logic's LogiKchron clock cartridge.



The ST checks to see if there is a card inserted when it's turned on, and loads in the correct time and date before displaying the GEM desktop. Retail cost is \$49.95.

One of the advantages of the ST machines is their compactness. No bulky secondary box containing circuit boards, RAM chips, disk drives and the like. But it's also true that your desk can get a bit messy, what with the many wires from the various components and their power supplies dangling every which way. So to the rescue comes the ST Work Station (Miller Computer Products).

The first thing you'll notice is that now you've a stand for your monitor, as well as a shelf which the ST can slide under for the night.

Two disk drives, and their power supplies, fit into

recessed slots in the front. Or use one of the spaces for a hard disk instead.

The wire frames make the unit appear to float serenely, and consider what you could do with all that free space now that you've got your desk back. The Work Station retails for \$395.00.

If a rose is a rose is a rose, why settle for a mouse that looks like a lump of plastic? The Mouse House (also from American Covers) envelopes your rodent in a warm covering complete with a pair of beady eyes and whiskers. You'll never have to tell anyone what to call it again. Retail cost for both Mouse and Mat is \$9.95. (What? Ed)

Those who prefer an uncluttered workspace will take to the Mouse Pocket, from Kensington Microwave. The plastic pocket attaches the velcro to the side of the monitor, making for a safe storage spot for your mouse between sessions. The Pocket retails for \$15.00.

There are a number of telecommunication programs out for the ST, but they're pretty useless if the computer isn't hooked up to a phone modem.



You could shop around and try to adapt some model to your needs, but a better solution would be to use QMI's 520 ST Modem.

This plugs directly into the modem port and, surprise, the connecting cable is included (eliminating one of the usual "extras" you're forced to purchase).

The modem operates either in 300 or 1200 baud, has LED displays, and attaches directly

into the telephone line. It's Hayes compatible (a semi-standard here in the states), and retails for just \$199.99.

Hippopotamus Software is releasing their ST Video Digitizer. This is a self contained device that attaches to any composite NTSC, PAL or SECAM video source, such as a t.v. camera or video cassette recorder.

The Digitizer then creates a 1/60th of a second "snapshot" by locking onto a single video frame, which is kept in memory.

The Digitizer plugs into the ST's printer port and so requires no special, or costly, interface.

The black and white unit will retail at \$139.95, with the colour model to probably be under \$300.00.

Hippo's ST Sound Digitizer also plugs into the printer port, with a microphone plugging into the device. Sounds can be modified and played back as high quality 'digital' files.

A one megabyte ST will support up to 40 seconds of continuous sounds.

The unit comes with all hardware and software needed, and retails for \$139.95.

Who knows what will come next? Some products are just around the corner, like Hippo's household appliance controller that enables the ST to automatically control just about everything around you. Others, like CD-ROM players and colour plotters, are on the horizon. But it's safe to bet that they too will succumb to "Power Without the Price."



M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

Alari Games, eg. Mercenary The Goonies and more. Brand new unwanted goods. Wanted Vectrex and Vectrex Games. Missile Command for Alan computer. Any VCS games. Also stuck on Dallas Quest. Mercenary. Goonies or the early part of Hitch Hikers Guide (Infocom) Help for less than 50p (or free). Jonathan Browning 18 Wilmsdon Close, Wyde Green, Sutton Coldfield, W Midlands. B73 50Q

All the top C64-128 games to swap against even newest software (I want Mid/Soft) or sell on disk or tape. Write to T. Blanchon, 57 Rue Des Fougères 57070 Metz France

Spectrum Software swaps and sales (Originals) JSW Jet Pac, Trashman Tizer, Astro Blaster, VU-Fire Starliner Plus about 100 more Great games! Cheap! Don't miss this. For a list send a tape to David Duffy, Mann Street Headford Co Galway Ireland

Hello, this is SIF. Send me your list of games for the Spectrum 48 or CBM64. Every letter will be answered with 1 Thor Klodt Helig Østang 55 6000 Aalesund, Norway. Hurry Up!

Commodore 64 games
International Soccer £2.99
International Tennis £2.50
International Basketball £2.50
Droids £2.50
Spirit of the Storms £2.50
Raging with P. O. Sullivan £2.50
Fire Quest £2.50
Pirball £2.50
Wizard of War £2.00
A. Briggs, Sliverton Road, Hornchurch Essex RM11 2DH

Alari disk owners, super Zaxxon on disk, no packaging or literature hence only £5. Cheques made payable to S. Chell 5 Marsh's Paddock Hocking, Melton Mowbray Leics. LE14 3AQ

Commodore 64 with data recorder and joystick over £200 worth of excellent games, including Kung Fu Master, Commando, Bounti Bob etc. Everything in mint condition. Cost £440. Sell for £200. Phone 0967/64 225 evenings

Spectrum software club hire games for as little as £1 membership, £5 life. SAE for details. Camelot Software Club, Gae Ynnyon, Caernarvon Gwynedd LL55 2LR

Bedfordshire Alan User Group wishes to contact others in UK and overseas. Swap programmes and ideas. Write to John, 26 Bromley Gardens, Parkside, Houghton Regs, Dunstable Beds. LU5 5RL, England

I want you to swap your brand new Commodore 64 software against mine. English, American and many other games and utilities on tape or disk. Write send lists to Thomas Holzer, Linkstrasse 13, 8000 Muenchen 45, West Germany

CBM64 I have the newest games from the USA and Holland to swap (Disk only). Write to Sören Paterster, Malta Claudius STR 9, 2390 Flensburg, West Germany

Alari 800XL, 1050 program recorder, two joysticks, and games sell for £120 ring 01 840 4883. Mon to Sat ask for Richard

BBC B DS 1.2 Boxed with cassette recorder. Kempston joystick light pen with all leads. Also with books: magazines and 40 originals including Knight Lore, Alien 8 Region, Hobbit, Manic Miner and many more. Worth £900+ will sell for £360. Phone 0383 725903

Commodore 64 software to swap many British and American titles to swap. Phone Kieran on 061-778 1370 or Craig on 061-775 2778. Only decent offers please

For sale CBM64, C2N tape deck 1541 disk drive, MP S801 printer, joysticks, Currah Speech Unit plus over £2500 worth of software. £500.00 Tel. Mike Plozman, Broster 245711 during office hours

For sale Epson LX80 printer in excellent condition with Atari interface but will work with almost any computer. Also Alan 810 disc drive. Call Robert on Rosendale (0706) 21 4449

Spectrum 48K software, large range from 99p, many popular titles all new. Send SAE for list 32 Staverton Road, Hemchurch, Essex

Alari 400/800/XL/XE Cassette games to sell or swap. I interested write to R. A. Long 14 Dorset Drive, Edgeware, Middx. HA8 7NT (England)

Alari ST version of Zork 1 by Infocom for sale. Hardly used. Write to J. William Hearn, Woodside of Horner, Kemnay, Inverurie, AB5 0XT or phone 0467 42536 (evenings)

CBM64 wanted Quill and manuals to swap with Reys — tape originals only please. Write to Ian, 12 Claver Avenue, Windsor, Berks. SL4 3BQ

For sale, Spectrum 48K Murphy data recorder, Kempston interface and Quikshot II joystick. Lots of software. Altogether worth over £300, will sell for £150.00. Will sell as one or as separate items. Phone Wakefield (0942) 376563 after 4pm weekdays or anytime weekends and ask for Anthony

Alari software wanted disk or cassette also some software on cassette to swap. Tel 031 661 3411 before 6pm. Also swap Alari 800XL recorder software for QL, BBC cash equivalent

For sale BBC B DS 1.2 with Ferguson Datacarder and voltline 38 joystick, various software including Tapper, Top Ten hits, £270.00. Tel West Drayton 440622

Alari 800XL 64K computer plus 410 data recorder plus 822 Thermal Printer plus Touch label with cartridge software plus joystick (USA Champ I) software including Bruce Lee Chop Suey, Goonies etc. Educational software, cartridge software and books. Good condition, boxed as new. Manuals included, complete with AC adapters and I/O leads. For only £480. Tel 01-228 8890. Ask about computer for sale

Spectrum Games for sale in one large batch. Total retail price £185. Will sell for £100. Titles include Mike Robin of the Wood, Rambo, Farlight, Sweepo's World etc (23 m all). All in their own cases. Phone Pete Ramsden on Leek (Stalls) 385219

Commodore 16 for sale including colour printer, paper roll, spare set of pens, cassette unit, flowchart editor, Viro to basic tapes 1 & 2. £17 worth of software. All manuals for printer, computer, cassette. Very good condition. Cost over £257. Will sell for £125. Tel 061-790 5528 after 6pm

Lord of the Rings — need help? Send just £1 for complete solutions and map to parts 1 and 2 (includes two alternative approaches for each part) to Lee Hodgson, 54 Church Street, Tewkesbury, Glos GL20 5RZ (cheques to M G Hodgson)

Commodore 64 owner wants to swap software. Large collection, disk only. No time wasters please. Send your latest list to Eddie Hall, 28 Welbeck Street, Princes Avenue, Hull HU1 3SQ

Amstrad CPC 464 owner willing to swap software with anyone. Girls don't be shy, a friend reckons I won't get a single reply from a girl. Write to Stephen at 34 Alicia Avenue, Kemerton, Harrow, Middlesex HA3 8HS. Please send list

Alari software to swap. Especially interested in Demo's Games including Eidolon, Karateka, G.A.D. Write to Aaron Hardwick, 171 Bulkmington Road, Bedford, Warks CV12 9ED

BBC micro owner wishes to exchange information and ideas on software etc. I have approx 200 titles on disk and tape. Write to Mark 5 Sunnydale, Wark, Aberdeen AB2 3NZ

Alari user wants to exchange software with user in European countries, UK and USA. Send list to Jose Francisco Callegas, C/Albatala Del Arzobispo No 2, Madrid 28018, Spain

CBM 64 games to swap on tape including Rambo, Hacker, Winter Games, Frank Bruno's Boxing, Commando elite, Spy Vs Spy II, Chatter Henksson, Flammingsalan 20, 10500, Ekens, Finland

CBM 64, will swap games for CBM with people everywhere. Disc only! Send list to Ivor Frolich, Alie, Galen 11, 5000, Bergen, Norway. Write soon!

Commodore 64 plus cassette recorder and £400 worth of software including Parodist, Ballblazer and Fighting for sale. Price £280.00. Write to Steve, 2 Lonsdale Road, Newton Abbot, Devon

Alari games for sale or swap. Hacker, Last Starfighter, Last V.G. CT American Road Race, Chimer's Mercenary and many more (ass). Tel 01-326 2246 for Ian or Mike

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

Amstrad penpals wanted to swap software. Write to Dave Harrison 2 Russell Street Bishop Auckland Co Durham DL14 7PT

Swap Commodore 64 software for Atari software and disk and tape, all the latest and best American Software, write with list to Stuart McCrae 14 Lister Crescent Fairfield Liverpool L7 0HP

MSX. Toshiba home computer with cassette recorder and over £120 worth of software £160 ono. For details phone Harlow (0279) 39336 after 4pm and ask for Daniel

Spectrum 48K, VTX 5000 modern programmable joystick interface, quickshot 2 joystick and over 30 software titles. All in original boxes. A few months old worth over £300 for sale £180 ono. Phone 01 729 2014 after 6pm anytime weekends. Ask for Jason

BBC 32K games for sale including Frak! Zlataga Blagger Manc Miner, Nutkrack, Golf Chukie Egg and more worth £165. Accept £25 the lot or £2 each. Ring (0274) 602670 after 5pm and ask for Matthew

Spectrum games Shadowrite Dun Darach Move Monty on the Run Saboteur Exploding First Three Weeks in Paradise £4.50 each or all for £28. Tel Warren Knigs Langley 65104 after 6pm

Spectrum 48K, cassette recorder 36 titles, manuals leads etc. Worth £380 sell for £150. Tel Warren, Knigs Langley (09277) 65104 after 6pm

TU994A computer. Complete plus program book Ext Basic book and tapes £40. Speech Synthesizer £20. Extended Basic cartridge £20. Donkey Kong Car Wars, Muncman, connected Four, Indoor Soccer, Parnaz, Tr Invaders, Alpmer, A Marsing Attack Defender — all boxed and £5 each or £120 the lot. Tel 0904 708496

CBM 64 software for sale. Sherlock 4th Protocol, Red Moon, Super Huey, Bounty Bob, Tr Na Nog, Empire of Khan, Fantasy Patrol, I Crystals, all prices negotiable. Tel Gator 336

Spectrum 48K 2X printer and 6 rolls of paper, magazines, books, cases £290 of software including Yie Ar Kung Fu, Move Marsport etc. Joystick and programmable interface all for £125. Tel 051-334 4111. Write to 19 Altheistal Close Bromborough Wirral L62 2EX

Amiga 711 have this mega-fantastic dream computer and have already a great software collection but I want more. So I'm interested in swapping programs with other owners worldwide. Roger Zent Hunsdoner Weg 27 4224 Huenke 2 West Germany

Spectrum - 48K with cassette and printer and £140 of software. £110. MSX. Toshiba RX110 64K computer with cassette recorder — £90. Philips colour 14" remote control TV. Ideal for computers — £100. Tel 01-501 3616

Atari cassette software, all original, Hulk Spideeman Attack of the Mutant Camels £3 each. Super Zaxxon, Blue Max 2001, Bounty Bob Strikes Back, Smash Hits 4 £5 each. Phone Bedford (0234) 768569

CBM 64 games to swap or sell. Games include: Road on Bungling Bay £4. Boulderdash, Poke Position, Monopoly, Galaxians, Motormania, Pyramids, Indiana Jones £5. Indiana Jones £3. Kong Strikes Back £2. Danglemouse in Do £2. Whole lot for £13. Will swap for 2 well known titles. Phone Manchester 795 4017 after 6 and ask for Adri Fareed

Commodore 64 owner wants to swap or sell the latest software. I have many excellent titles. Send your reaction to B. Goes. Kardinaal De Jongstraat 30, Amstelveen 1181MH, Holland

Atari 800XL, 1050 disc drive 1010 program recorder. Quickshot IV, utilities, 7 issues of Atari User and 40 games. £220 ono. Tel (031) 663 6278 evenings and weekends

MSX software new games from Microteknn dominoes — first out and traditional threes and fives. Beginner to expert levels of play. Genograms — general knowledge anagrams. A competitive game for 1 to 4 players rearranging the letters of randomly shuffled words. 31

topics over 17,000 words. 2 levels of play. Each game £5.95 incl p&p. Write to Alan Hudd Microteknn Software 71 Park Road, Downend, Bristol BS16 5LQ

Atari games to swap. Lots of titles. Send disk and/or tape lists to Nick 2 Ambleside Road, Whitby, Eboracshire, Port South Wirral L65 9DQ

Vic-20, C2N 16K RAM (switchable) Quickshot 3 plus thirteen cartridges — Omega & Rat Race, 4 Adventures, Sargon, Machine Code Monitor, Many tapes — Sub & Tank, Commander Matrix, Star Defender, Arcadia, Rockman plus Mastering the Vic 20 (book). Cost £600 — Sell for £170 ono. Call Dave on Luton 0582 505840 6pm-8pm

Spectrum 48K for sale, complete with joystick interface and software, including Gyroscopic Way of the Exploding Fist, Commando and Monty on the Run. Only £64 ono. Tel 0243 692128

Want to swap hot software with people around the world. Sell also good hardware — like Speed — or the new Dolphin Dos — or fair prices. I'm interested just write or order hardware list from Stefan Winter, Withnaustrasse 4 10 4600 Dortmund 41 West Germany. All letters will be answered!

Atari programs for sale from £1.50 disks, cassettes and cartridges also US Double Chip. Tel 0926 315612

Commodore 64 for sale with C2N tape player and an micro chip joystick worth £22. Also includes about 25 magazines the computer is boxed as new complete with manual and all leads will sell for £180 ono. Please Phone Framingham East (0936) 3517. Ask for Vincent please

Sharp MZ700, Amstrad Spectrum, new exciting games ten pack priced £2.50. Cheques payable to Scott Carey, Picetapes 40 Banton Grove, Clifton Nottingham, NG11 8LG

Spectrum software for sale. Titles include Gunlight, Westbank Commando, Hyperspace, Spy Vs Spy, Ghostbusters, Gremlins

Shadowrite Decathlon, Fast Skootdaze, Scrabble, JSW M Moie and many more. Mastertrons at half price or less. Phone 0733 208615

For C64 users, many new titles on disk and tape. Pleasers disk will take tape. Please write to me at 17 Sandon Grove Ramford St Helens Merseyside

Win the Pools! Our fantastic program will help you to predict the Winners. Spectrum 48K only £3.95. MSX Art — plus many features. £1.99. BBC 8 software. Soccer Strategy game on disk £3.95. Send cheque P.O. to Sycoodst 13 Herne Rise Ilminster Somerset

Atari 600XL Memory module 64K never used for sale £55. Also for Atari. Backup tape make backups of your programs. £5.50 each. Write to Stephen Gough 4 Fonthill Avenue Racecourse Road Derry N.I. BT48 6DN

Commodore 64 software to sell or swap. Very updated games. Please Phone 04507-2933 Heeze Holland

Atari 64K 600XL, 1010 recorder, joystick games, Pole Position, Computer War etc. lots of other games books, mags plus touch tablet. Light pen. Worth over £500 sell for £180 lot. Phone 0849 Glasgow 628777. ask for Allan

I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disk and would like to contact other Atari owners to swap games etc. Phone Mark Topping Bath (0225) 29778

CBM64, 5 months old plus data recorder plus Kempson joystick plus dust cover plus £330 worth of original software including Fris, Mercenary 2, Summer Games II, Pistol II, Exploding First Spy Vs Spy II, Commando, Paradox, Little Computer People, Impossible Mission plus 23 others. Worth £575 sell for £400 or swap for Amstrad CPC464 or CPC 128 (colour or Green screen) plus games. Phone Tung (044282) 2935 and ask for Michael, evenings only

Steinar Lund is an artist with a very odd sideline. He paints computers. Not pictures of computers stupid! He actually paints the machines themselves. Here Steinar tells you how it's done — and we give you a chance to win a Lund original of your very own!

CUSTOMISED COMPUTERS

When starting to customise a computer I work out the design in accordance with the client's requirements and submit it to paper. Once a design has been finalised I transfer it to the computer using transfer paper which can be bought from art shops.

Before starting to paint I mask off all the connectors and cover all the electronic components with paper and masking tape and remove the section to be painted.

As enamel paints are opaque I do the backgrounds first then paint symbols or other subjects on

top, having cut away masks separately so as not to mark the surface of the computer.

Enamel paints take quite a few hours to dry so plenty of time must be allowed before using any masking film, otherwise the initial coats of paint can come off when the masking film is removed.

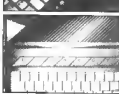
When airbrushing I always use a face mask to protect my lungs from the dust. I got mine from an industrial supplier although some hardware stores also carry protective masks.

When I paint a computer I use Humbrol enamel gloss paints which can be bought from modelling shops. When



airbrushing I thin the colours with Humbrol cellulose thinners and use the clear sticky film which is often used for protecting paperbacks as a masking film.

Standard airbrush masking film is not sticky enough. I use a Devilbiss Aerograph Super 63 airbrush, and fit a spatter cap to achieve a 'stone' effect. To finish off, I spray several layers of Humbrol Clear Polyurethane to



provide a protective cover. To clean my brushes and airbrush I use lighter fuel.

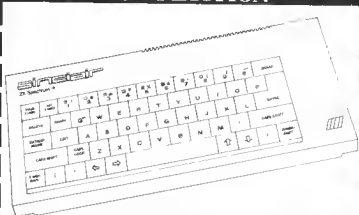


Steinar Lund was born (well almost) in Bergen, Norway, in the wonderful year of 1954. After running a home for lost woolly hats for ten years he moved with his family to the port of Southampton.

In 1981 Steinar became involved with the computer games industry when he was commissioned to do the first covers for Red Cowen's Quicksilver Company. He then attended computer shows in order to introduce himself to other game companies, one of which was Llamasoft. After a further meeting, Jeff Miller commissioned Steinar to illustrate the cover for *Sheep in Space*.

While at a Dio concert (Heavy Metal), Jeff noticed that the lead guitarist had a custom painted guitar — why not custom paint computers too? So in the summer of '85 Jeff asked Steinar to paint an Alan 130XE with suitable subject matter — camels, stars etc. This was followed by an Alan 520ST, two disk drives, monitor, end mouse, with special attention to Colourspace which Jeff was developing for the 520

COMPETITION



You could win your very own customised Spectrum Plus, customised by Steinar Lund himself! All we want you to do is illustrate how you would paint a Spectrum. Use the special C + VG Spectrum keyboard to draw your designs on. Go mad. Let your imagination run riot. And if you're the winner, Steinar will attempt to transfer your design to the C + VG Spectrum. Send your design to Computer + Video Games, Customised Computer Competition, Priory Court, 30-32 Farrington Lane, London EC1R 3AU. Closing date is June 16th, normal C + VG competition rules apply and the editor's decision is final. Don't delay — start designing today!

C + VG CUSTOMISED COMPUTER COMPETITION

Name _____

Address _____

Age _____ T-shirt size, Med/Large _____

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Big Red has either stamped on my
local newsagent or Mellissa has run off
with him. Either way I'm having trouble
getting hold of my monthly copy
of C+VG.

Please help.
Signed

Desperate

Editor's Reply.

I'm afraid Big Red can get a bit out of
hand, and as for Mellissa well there's no
accounting for taste. To ensure you
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lot of the future



THE
BIG
HUNTERS

DISCOVERING THAT IDEAS CORPORATION IS BEHIND THE ILLEGAL OPERATION OF GOD... AN OUTLAWED ADDICTIVE T.S.I. GAME, MELISSA RAVENFLAME IS DETERMINED TO CONFRONT THE MAN AT THE TOP... AND THE ONLY THING IN HER WAY IS AN ENTIRE ARMY...

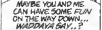
"ASSAULT ON I.C."

WELL...
WE'RE
IN!

THE
HELL
ARE THEY ALL
COMING
FROM?!

WRITTEN & DRAWN
BY...
JERRY
PARIS
©1986

* T.S.I. - TOTAL SENSORY IMMERSION GAME - ED





TO BE CONTINUED!

C+VG COMPETITION



COLOSSUS COMPETITION

It's your move in the CDS/C+VG Colossus Chess 4 Competition. And top prize is a replica of the famous Lewis Chess set and board worth more than £150.

The ten runners up will get 10 copies of Colossus Chess 4, one of the best chess game simulations available either on cassette or disc.

The Lewis Chess set, made of walrus ivory, was found in the Isle of Lewis, in the Outer Hebrides, in 1933.

Made in the 12th Century AD, they are the largest collection of early chessmen found in Europe and have been described as the outstanding survivors of their kind in the world.

The 67 pieces of the set were used to secure the British Museum

Pawn, Bishop, King, Vice
Praetor, Queen, Knight, Rook,
Crown.

C+VG/CDS Colossus Chess 4
Competition

Name _____

Address _____

Please say which computer you own
and whether you have cassette or
disk.

Commodore 64 ☐ Cassette

☐ Disk ☐

Amstrad ☐ Cassette ☐ Disk ☐

Each of the famous figures were
originally thought to have been
made in Brauns or Scandinavia.

The resin replicas modelled from
the originals. The pawns are 2
inches high and the other pieces
vary in size between 1.25 inches and
4 inches.

Here's what you have to do to
win. Printed on the left are the
names of famous chess pieces, most
genuine, some not. We ask you to
circle the false ones and send your
answers, together with the printed
coupon, to Colossus Chess 4
Competition, Computer + Video
Games, Priory Court, 30-32
Farnborough Lane, London, EC1R
3AU. The closing date for the
competition is June 16th and the
editor's decision is final.



BAT MAP

C+VG MAP

Holy Helpless Heroes! Batman's best buddy Robin has been kidnapped by some vile and vicious villain.

But never fear, C+VG is here to help the Caped Crusader in his bid to rescue the Boy wonder with this 151 screen mega-map of Ocean's fiendishly fantastic Batman game.

Ideas Central arranged for Batman's programmer, Jon Ritman, to journey to deepest Buckinghamshire, hideout of Dimension Graphics, to help craae this vast and complex map.

Jon has also come up with some helpful hints and advice to make sure all you Batman fans help Truth, Justice and the C+VG way to triumph over this complex game.

To the Bnt Cave...

FWOOOSH

LEVEL 2

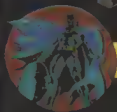
LEVEL 3

LEVEL 0

LEVEL 1

LEVEL 2

KRSMASH



BAT MAP

WONK

LEVEL 2

LEVEL 3

WHAM



SH



BAT MAP

C+VG MAP

SPOT

LEVEL 4

LEVEL 4

LEVEL 5

LEVEL 5

WHONK

STREET



BOOM! POWW!

BAT MAP



NO!

BOOM!



BAT MAP HINTS AND TIPS

Batman is the game which out-Ultimates Ultimate — 151 screens of amazing graphics, packed with puzzles, problems and devious tricks.

Jon Ritman, the man responsible for this marvellous offering, has taken pity on all you Batmen about to be driven batty by giving some hints and tips to help you progress through the game. It was really amazing to see how readily Jon agreed to help after Big Red threatened to sit on him.

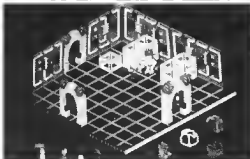
But he's not giving the whole game

away. Some of the advice is very general and should help you at different stages of the game.

First the plot. Boy Wonder has been kidnapped. Was it the Joker, the Penguin or the Riddler who was responsible? Before Batman can find out, he must find and collect the SEVEN parts of his Bat Craft which have been scattered through the screens. So it's off to the Bat Cave to start the game.

● Bungling Butlers

Alfred, Batman's faithful butler, has bungled. He's hidden Batman's special gear. Without these four items neither you nor Batman will get very



far. They are Bat Boots, to help Batman jump, the Bat Bag, for carrying items, the Low Gravity Belt, which allows the Caped Crusader to fall slowly without killing himself, and the Bat Thruster, which allows Batman to move sideways as he falls.

Each item is in a different screen, protected by a Bat Guardian. Batman must dodge these to get the items.

can pick them up and use them for a further advantage.

To do this you must stand on a brick next to the effigy. You can then walk onto it and pick it up. If you then press

● Crafty Bat Craft Clues

Take a good look at the exploded view at the Bat Craft at the beginning of the game. Make sure you can recognise the individual pieces. They are hidden in some awkward and apparently inaccessible places. One section is totally hidden from view.

Everytime you manage to collect a piece of the craft it is transported to a launch pad and automatically assembled. Once all seven pieces have been found, Batman must find the launch pad — situated at the top of the tallest building — and get in the craft and take forward.

● Invaluable Effigies

Scattered around the game are many miniature Batman effigies. They all look the same but each gives Batman special powers.

One increases Batman's jumping powers — but only for a total of ten jumps. Another gives Batman invulnerability against the avaricious creatures and perils of the game — but only for 99 seconds. There's also an effigy which gives extra lives. Another gives the Caped Crusader an extra burst of speed — for 99 steps. So beee a careful count.

But beware false effigies. The fiend who kidnapped Robin scattered a few nasties around. These will rob you of all your special powers.

You'll quickly discover that when you launch a Batman effigy it will explode. But, if you're careful, you



Name: Jon Ritman
Born: Edmonton 1956
Game: Batman

Disgust for the standard of games available for the ZX-81 turned former television engineer Jon Ritman into a games programmer. "I thought I've got to be able to do better than this," he says.

Within two months of buying the ZX 81 Jon had written his first game. "I released two more before I left work. At the time I was earning more off computers than I was on wages at work. I decided it wasn't worth it."

Games to Jon's credit now include Namtar Raiders, Bear Solver, Match Day and now Batman, on which Jon worked with Bernie Drummond who designed the graphics.

It took Jon and Bernie around ten months to create Batman and it gives Ocean one of its best games for ages.

Favourite Music: Nate Bush.

Favourite Food: Pizza.

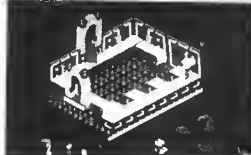
Favourite drink: "I hardly ever drink, but if I do, it's wine."

The thing most hated about the computer industry: Bad reviews and mis-leading hype.

Other games: Seven in all — including: Namtar Raiders, Bear Solver and Match Day.



WHOWA



Drop and jump at the same time, it gives you the power to double the height of your jump.

But if you're having a terrible time with the enigmas and their powers, don't worry. They are not absolutely necessary to complete this game. They just make things a whole lot easier.

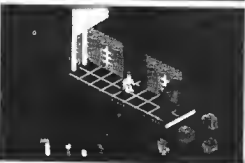
● Baffling Bricks

In many screens you'll come across bricks that move up and down. These can be jammed by putting something in their path.

● Sensational Switches

Throughout the game there are three or four switches. And guess what? They switch things off. But they are hard to spot. So keep a careful watch for them.

● Pass the Parcel



Beware the surprise package. They will explode and take a life. Look for something to explode them with rather than getting Batman to touch them.

● Curious Questions

There are many curious halls with question marks on them. All explode when touched, but some will kill but others are harmless. Experience will tell you which is which.

● A Room with No View

In some screens there will apparently be nothing to do and no way out. Don't be fooled. Examine the walls carefully. There's usually a hidden exit.

● Life After Death

Reincarnation stones. These prove very useful. Touch one and it will store the state of the game. Should you lose

BAT-MAN

all your lives you restart the game from the point. In other words, when you get killed you don't have to start the game from the beginning again.

Bat-Man © Copyright DC Comics was created back in the 1940s by comic artist Bob Kane. Since then Batman became the hero of DC's best selling comics and drawn by many top comic artists.



We've got 20 copies of Ocean's smash hit *Batman* game to give away — ten for the Amstrad and ten for the Spectrum — to the lucky winners of our Bat-Comp.

All you have to do is answer the easy Bat-Quiz below and rush your coupons off to us in the nearest Bat-mobile! Send your completed coupon to Computer and Video Games, Batman Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is June 16th, normal C+VC rules apply and the editor's decision is final.

THE BAT QUIZ

1. What was the name of Batman's trusty butler?
2. What are Batman and Robin's REAL names?
3. Name ONE of Batman's arch-enemies.

C+VC/OCEAN BATMAN COMPETITION

Name _____

Address _____

Computer owned: Amstrad ☐ Spectrum ☐

My answers are:

1. _____
2. _____
3. _____

WHOWA



Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON EC1R 3AU

Uh... they can't threaten me like this. Just cos of an unfortunate accident when I destroyed the C+VG swimming pool by diving straight into the 3ft end, they think they can give me all the rotten jobs. Mailbag! Pah! Fancy getting me to answer letters. I can't even read

• I have a complaint about your magazine. I have been buying it for the past four years and I was delighted with all the great competitions you have been having lately. I had a chance to win a Commodore machine, copies of games like *Fighting Warrior* and *Geniecrisp*. I waited months on end for a reply or to read something in the magazine to see if I had been one of the lucky winners, no, still I wait!

I have noticed that other magazines print the winners' names, so, why don't C+VG? This has led me to the conclusion that perhaps the prizes were no prizes in the first place and you were using it as an excuse for people to buy the magazine.

Big Red replies: Just what are you saying, Buster? The reason we don't print all the competition winners is the lack of space. We run a lot of competitions with lots of winners. If we printed all their names, there would be no space left for the good things in C+VG — such as me and the Bog Hunters.

• I am a member of a small group of Atari owners in Manchester. We spotted a karate game in C+VG about seven months ago. I saved up £60 but, at that time there wasn't that many shops in the Manchester area where you could buy Atari games. So, we thought we would let it wait for a month or it to appear, but that month is still dragging on. At least one good thing has happened — a new shop has just opened in Manchester devoted to the Atari, it is called Atari World. It gets all the new releases, but still on one of its walls is a poster for the same

karate game I have been waiting eight-nine months for. The poster states AVAILABLE SOON! By the way the name of the game is International Karate. In April's issue of C+VG I read the review and found out that it hasn't been completed yet. After banging my head on the wall a few times, I read on and found out it knocks all the others for six. Would you please give me a release for this game?

Big Red replies: Don't ask me, ask System 3. The only thing International Karate doesn't knock for six is me.

• Now, I've had a reply to a letter which we published in our April issue from Stuart Yalden, who was complaining about a certain company.

Now I set the record straight. In the comments of Mr Yalden, regarding *Vu 2!* Software are fine and the non-delivery of his order.

Mr Yalden was never received from Mr Yalden. When he telephoned me complaining it the lack of service, I assumed that his order had gone missing in the post. In these cases I provide a free hire of change.

A cassette was posted to Mr Yalden on September 23rd and to date I am still waiting for it to be returned. Stuart Yalden, *Vu 2! Software* are fine. Nottingham.

• I was going to buy a disc drive at Christmas, but my friend said that they were slow. After Christmas, my other friend brought into school an article from an old C+VG which said there was a new faster 1542 disc drive being launched. But I have

not seen any in our local computer shops. Could you tell me when they will be available?

Big Red replies: My spies tell me the 1542 has been scrapped.

• Paul Philips and P Thacker are both right. C+VG is worth more than 99p. Here in Holland I pay £1.75 and it is worth it. But, if you were to raise the price to £1.50 it would mean it would cost £1.60 which is far too much for us here.

After the letter from A Oskarson I compared software prices here with mail-order software prices in England and from now on I will only buy software in this way. Take for example *Warrior Games* — £8.70 by mail order and £12.75 in the shops in Holland. *Konami* would cost £25.80. Why do we have to pay over the top prices for these games?

Big Red replies: Tar Heels. • Net so long ago in the Hot Gossip section of C+VG, you made the now-infamous statement of Arcenolt/Firebird's £40 being available on the Atari and, of course, you later printed a short notice to the effect that you had made a mistake.

I was rather annoyed by the style of the original statement, you were obviously having a subtle dig at Alan User. I telephoned Firebird and was told that *Fife* would possibly become available.

HOWEVER! Here is a piece of news that you may or may not know. I am acquainted with a programmer who used to work for a large Atari software company, and as a result he knows quite a few of the star Atari programmers. Archer D MacLean of *Dropzone* fame for example — and he retains many ties with the software industry. He told me a rather interesting story concerning the mysterious Atari *Fife*. Firebird were to produce an Atari version of *Fife*. Due to

contractual terms between Arcenolt and themselves, they have to produce a demonstration version of the game, that has to be approved by Arcenolt before the game proper can be written. This Firebird duly did, utilising the full graphical and audio facilities of the Atari, such as page flipping, colour induction, Vertical Blank Interrupts and Display List Interrupts. That was where they slipped up.

The demonstration version, although taking up relatively little memory, surpassed all the previous demo versions. Arcenolt took it into their heads that they could not allow a 'heavenly' American computer from a commercially available version of *Fife*. That was better than their beloved BBC original, or that surpassed the relatively slow and (second-wise) appalling Commodore or Spectrum versions. They therefore refused permission for a full game to be produced — quite frankly because it showed their BBC up so much.

The proof of this story is in the currently available versions themselves. When it comes down to the bottom line, no visible attempts have been made to increase speed or reduce screen flicker or generally 'tart' the game up. One would have thought that they would have taken advantage of the CBM 64's capabilities to do so. From what I have heard the Atari version did not flicker at all — and I wouldn't be surprised.

If you plan to print any of this letter, I wish you to withhold my name and address and not to mention even the area where I live. I am not a prude. I simply don't want Arcenolt/Firebird breathing down my neck for divulging potentially embarrassing information. However, I feel that this 'scandal' should be made public.

Name and address supplied

• Recently my mother wanted to get a magazine for the Amstrad. But, I stepped her and purchased *Computer + Video Games* instead. New to the point of this letter, I have a few complaints. The screens of the games you review seem to be getting smaller and in black and white. My second complaint is about the readers' listings, what



Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON EC1R 3AU

has happened to them? I enjoy typing in programs — even though half of them don't load. By the way, is there anything wrong with the program Asteroid Lander from the October issue?

David Nauchl
Dulham 14

Big Red
replies: Are you trying to pick a fight? Screen shots getting smaller? I think you're imagining it. As for listings, we're never going to print another one. Never, never, never. Over my rusting body What? All right so we've printed a listing this month. I'm not perfect. I get things wrong.

• I have been an Atan fan since 1979 but over the past couple of years have been disillusioned by the lack of support from software manufacturers.

Seeing the Atan Show at Hammersmith advertised, I believed this to be the great reversal. Alas no. To charge admission to what was not much better than a market without anything special laid on by Atari, just a handful of software companies selling items available from any

local stockist seemed to me to be wrong.

In my opinion not only did it not help promote the Atari name, it was of positive detriment to it, and I for one shall certainly consider another system when I decide to update my computer.

Come on, Atari — pull your socks up.
R C Bagg
Herts

• I noticed a letter from Sunil Abbi in which he asked about the compatibility of the Commodore 128 with the Commodore 64. I own a C128 and in reply to this letter you claimed that all C64 software works on the C128.

I have found this not to be true, as some games I have tried do not work. These include *Hypersport*, *Frankie Goes to Hollywood*, *Mr Do* and the *Hunters*. I would be happy to know you could tell me why these games don't work. Most C64 games will work, but software companies should make sure their games are C64/128 compatible as more

and more people are buying a C128.

In reply to Anthony Kemp's letter asking how to find the other P.O.W.s in *Raiders* here is the solution.

After getting to the chopper you must fly down towards the P.O.W.s ramp and land on the 'H' sign (by the lookout post). Now you select knives and go to the bottom left hand corner (by the box of grenades) where you will see a hut. Walking into this will result in the door opening, and the P.O.W.s walking out.

You must then make your way to the helicopter and fly up towards the river. On your way you will be attacked by a gunship(s) which you must shoot at until it retreats. Now carry on until you reach a wall (killing any gunships that happen to attack you) with an 'H' sign near it. Land on this and you have completed the game. I hope these tips come in useful.

Mark Hammond
Woking

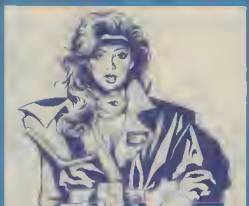
• With reference to your reply to Sunil Abbi's question about whether CBM64 programmes will all run on the 128 in 64 mode, let me tell you from personal experience that they do not.

While most of my CBM64 games and utilities (including this word processor) do work, at least two of the games in my collection do not. As these are the truly awful *Mag Alice* and the almost as dreadful *Jump Jet*, I am not unduly worried but readers should take note that it is the turbo loader on *Jump Jet* which causes the trouble (it works well enough on my C64) while it is the actual program that corrupts on *Mag Alice*. I believe that the Aniro Turbo used on *Jump Jet* is used on other games as well and so would suggest that prospective purchasers insist on a demo on a CBM128 before parting with any money.

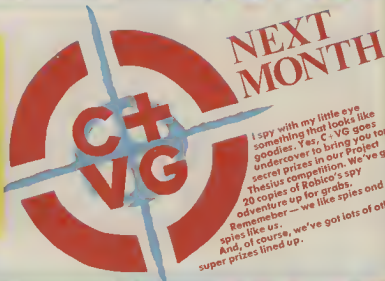
A R McLean
Dorchester

BIG RED IS © COPYRIGHT 1985 JERRY PARIS

Don't say we never give you anything! So for C+VG readers have enjoyed free posters, free pull-out maps, free pull-out games guides and even a free giant sized C+VG calendar poster, not to mention the free Book of Games. If you've missed ALL of them, well, where have you been? But next issue we've got something coming your way that will overshadow all the C+VG freebies that have baidly gone before. It's the FREE 24-page, full-colour IDEAS CENTRAL HANDBOOK. Inside this incredible free gift you'll find glorious technicolour maps, games tips straight from the programmers, lots of pakes and some pretty amazing competitions. Our Ideas Central operatives, under the direction of the lovely Melissa Ravenflame, have been out interviewing the programmers of all the best games around and bringing back invaluable playing hints to help you get the most out of your games collection.



1066 and all that comes to the pages of C+VG next issue. We take a look at the new Domesday Book Project and ask YOU just what you'd like to see in the C+VG time capsule.



I spy with my little eye something that looks like goodies. Yes, C+VG goes undercover to bring you top secret prizes in our Project Thesius competition. We've got 20 copies of Robico's spy adventure up for grabs. Remember — we like spies and spies like us. And, of course, we've got lots of other super prizes lined up.

War — what is it good for? Find out next issue as Dr Stephen Bodsy — a researcher for BBC TV's *Soldiers* series — brings you his own, very individual, view of the current computer worgames in the first of our new Fifth Column strategy game supplements.

Moster Adventurer Keith Campbell ventures forth to the mysterious West Country to bring back news of the latest Level 9 adventures. Find out what's going on in deepest Weston-super-More in the BEST adventure column anywhere next issue.

The Electric Pencil Co. tell you their Zoids secrets, Steve Turner tells you how to beat his latest Spectrum smash Quoxatron, while Pete Cooke digs up some info from the Gal-Corp computers about surviving a trip to Tou Cell.

Big Red goes ope and ends up on a free full colour poster inside the July issue of C+VG! It's the biggest thing you'll stick on your wall this year!



I want my mummy! You do? Then get hold of C+VG next issue and you'll find a preview of Hewson's latest game called *Pyro Curse*. It's set in an Egyptian tomb and promises to set new standards in orcode adventuring. Pop down to your nearest pyromid on June 16th and dig up a copy of C+VG. You'll curse yourself if you miss it.

Are you tough enough to take on the C+VG Green Beret Combat Zone Challenge? High scorers should collect their coll-up popers next issue...

C+VG's joystick jockey Jim Douglas brings you an indepth play test of the newest sticks around. Which stick will come out on top in C+VG's super-test? Find out on June 16th.

BATMAN™



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Thank to the brilliant lighting of the enemy's surface hull in your periscope as their ships come into your range. But watch out! The enemy's ships will have just spotted you. You're the hunter... but suddenly... you're become the hunted!

As Commanders, you must sink their ships and keep your submarine from being discovered. If you can. With your select a quiet patrol route. Or, if you prefer, reveal or choose the dangerous waters off the coast of Japan to a submerged freighter passage attack. But if you change it... the surface at night using only radar bearings to guide you? Do you fire a spread? Or a precision torpedo? Or can you use the range ring (set up the enemy with a single torpedo shot? Then decisions and every move are yours to make as you take your place among the elite ranks of the SILENT SERVICE!

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